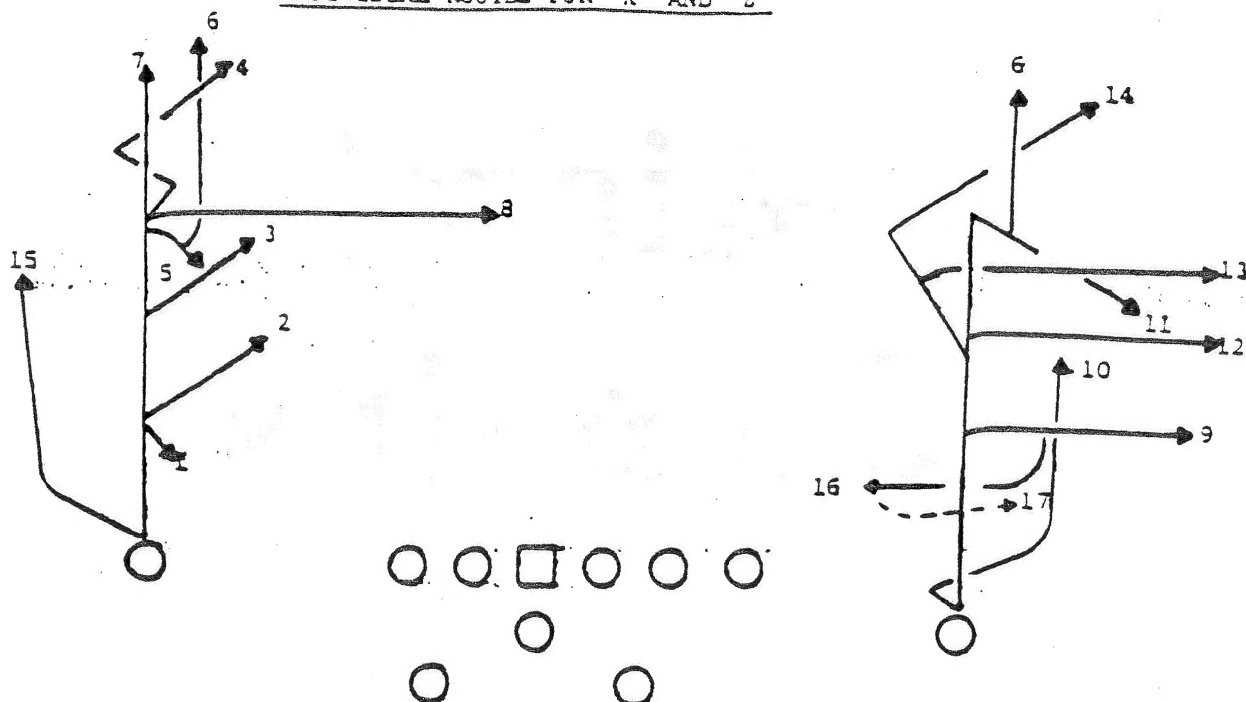


Miami Dolphins

Pass Game

Don Shula

INDIVIDUAL ROUTES FOR "X" AND "Z"



ALL ROUTES MAY BE UTILIZED ON BOTH THE RT. AND LT. SIDES

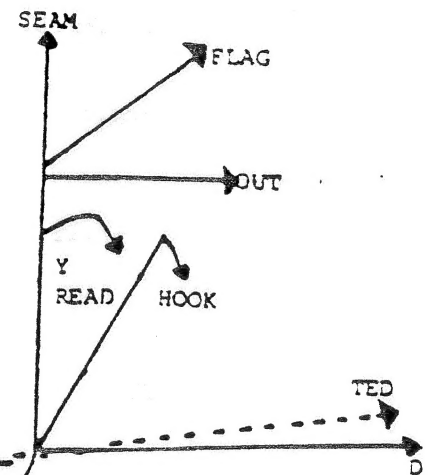
1. HITCH - Release off line 4 steps, then plant outside foot stepping back one step looking toward QB quickly for ball.
2. SLANT - Release off line to depth of 6 to 8 yds. - plant outside foot and cut sharply to inside at 45 degree angle.
3. POST - Release off line to depth of 12 to 14 yds. - plant outside foot and cut sharply to inside at 45 degree angle.
4. Z-IN DEEP (ZID) - Release off line to depth of 12 to 14 yds. - weave three steps to inside then four steps outside to drive back inside and upfield looking for ball over inside shoulder.
5. CURL - Release off line to depth of 17 yds. - plant outside foot stepping back toward QB; if open, stay in open lane, if not open, work to next inside open lane.
6. CURL GO - Release off line head up - break it down at a depth of 12 to 13 yds. - if defensive man is head up to inside shade, run Go route off of Curl move - if defensive man is head up to outside, run Go route off of Comeback move.
7. GO - Is route where we're trying to beat a man or defense deep - the method or move will vary with individuals.
8. IN - Release off line to depth of 18 yds. - plant outside foot and cut sharply across the field, avoid gaining ground upfield.

9. QUICK-OUT - Release off line to depth of 6 to 8 yds. - plant inside foot and cut sharply to outside.
10. JAB-GO - Route adjustment versus funnel or bump and run coverage. Good head fake and false step to inside. then release outside of defender on a go route.
11. COME-BACK - Release off line to depth of 12 yds. preferably to outside of DHB and plant inside foot and come back to the outside at 45 degree angle for ball. Can be called at different depths.
12. OUT - Release off line to depth of 11 yds. - plant inside foot and cut sharply to outside. Depth will vary according to call.
13. Q - Release off line giving inside move similar to K-Route - to depth of 10 to 12 yds. - get man turned inside and back to sideline outside at about the 15 to 18 yd. area.
14. K - Release off line to depth of 8 to 10 yds. and break in on post move; on fourth step in plant inside foot and break out and upfield - read DHB to determined depth of break. Beat man to inside before trying to come out of the break..
15. FADE - Release outside and away from defender looking over inside shoulder - used mostly vs. cloud on zone defense.
16. DELAY - Release off line to depth of 6 yds. - Stop break inside off of quick out move or run swing in.
17. DELAY OUT - Same as delay, but break back out.

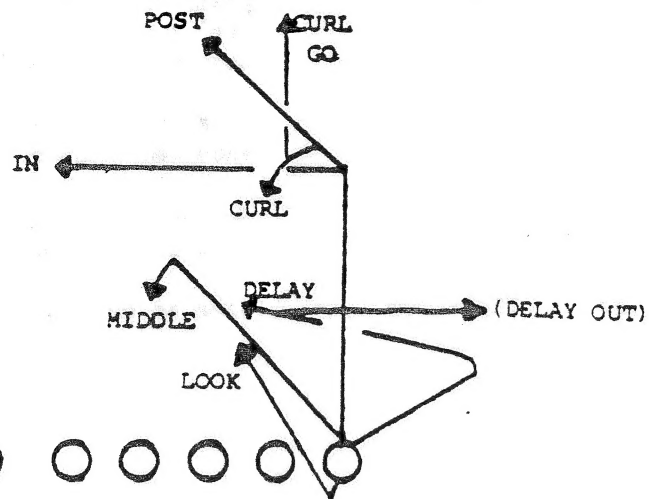
INDIVIDUAL ROUTES FOR "Y"

All Routes may be run on Both Sides.

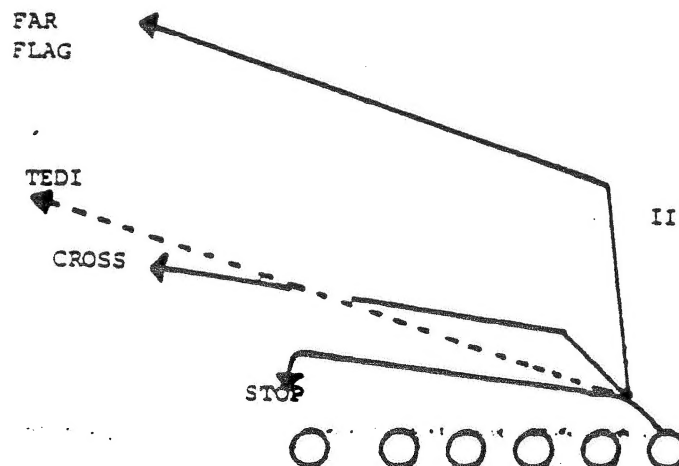
I. OUTSIDE ROUTES



II. MIDDLE ROUTES



III. CROSSING ROUTES



II. MIDDLE ROUTES (Cont'd)

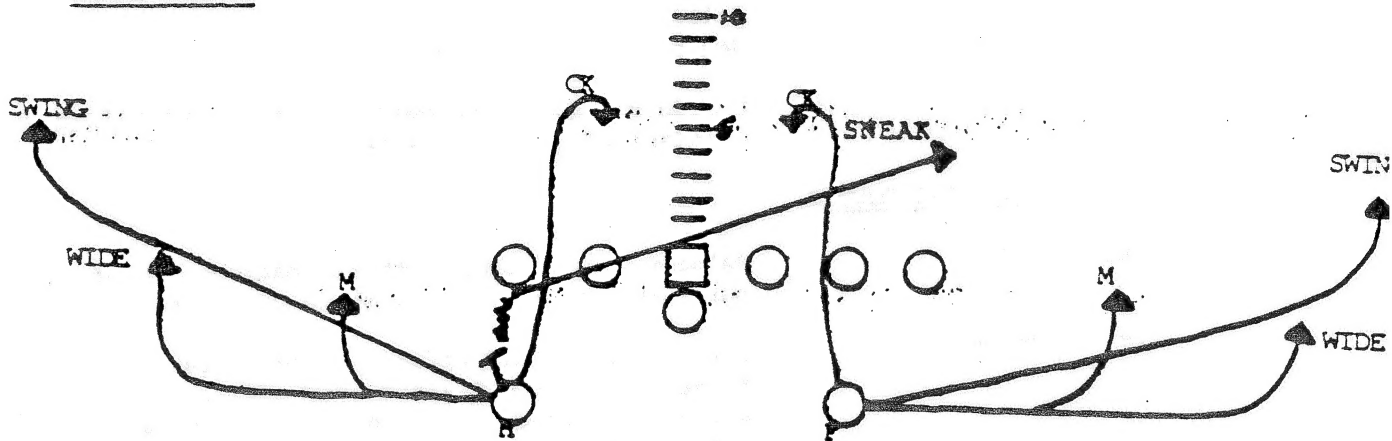
14. MIDDLE Release inside underneath Linebackers. Work upfield to depth of 9 yards Hook over the ball.
15. LOOK Inside release, look quick for ball, if ball doesn't show, continue with called pattern.

III. CROSSING ROUTES

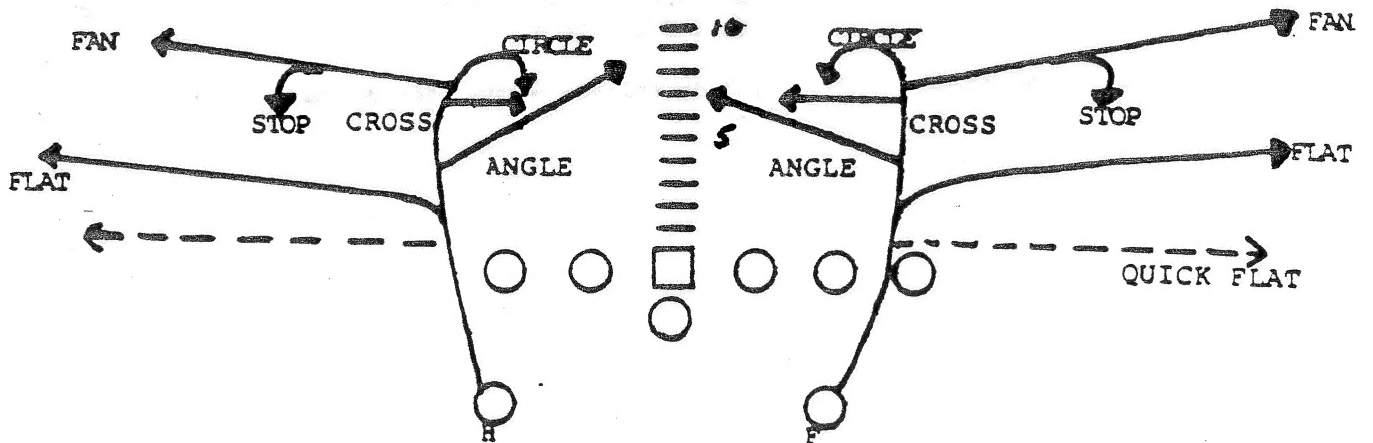
16. STOP Release inside underneath Linebackers. Stop in front of our weakside Tackle at a depth of 7 yards.
17. CROSS Inside release and upfield three steps, plant and run route to depth of 8 to 10 yards over offside OT looking for ball and gaining ground upfield. Depth ran way according to play called.
18. TEDI
(TIGHT END
DELAY
INSIDE) Tedi will be the name for our Tight End delay inside. In most cases will also be used in short yardage and goal line situations. Deliver a good lick on man inside as if making a down block - don't allow penetration. Hold for two full counts - then delay into your normal cross route area: (Ex.: F-136 Tedi)
19. FAR FLAG Inside release - run post pattern - continue to far flag area.

INDIVIDUAL HB AND FB PASS ROUTES

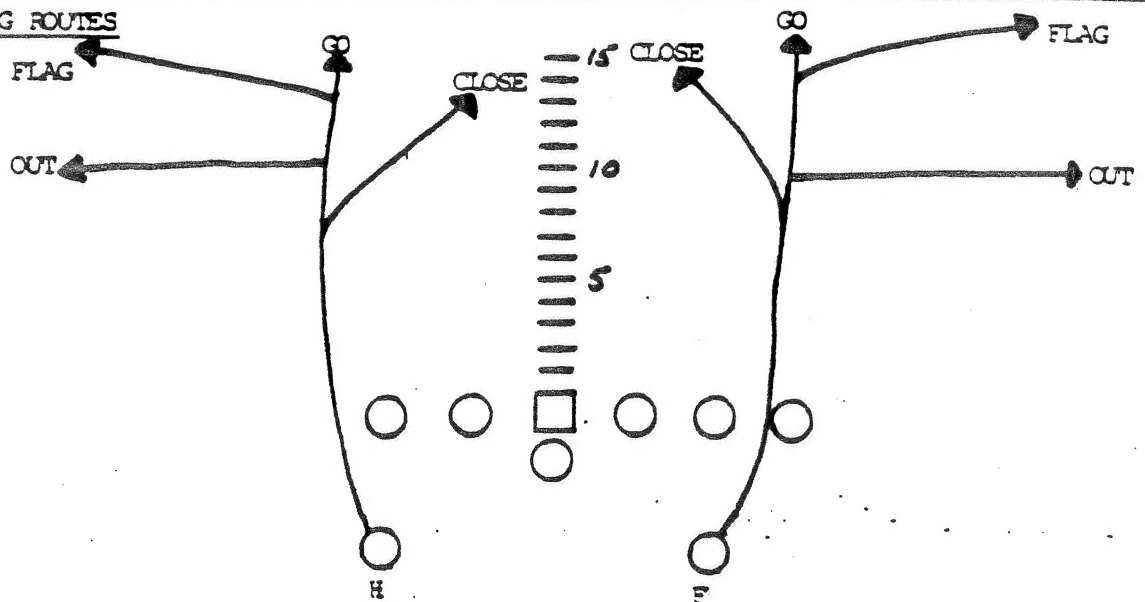
SHORT ROUTES



MEDIUM ROUTES

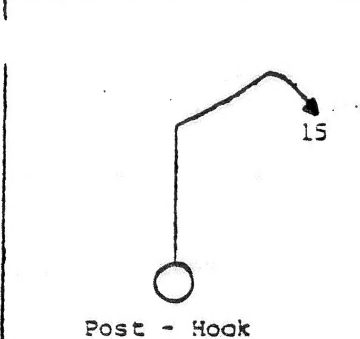
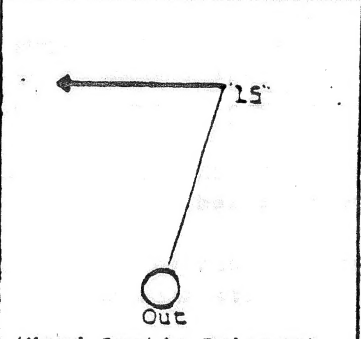
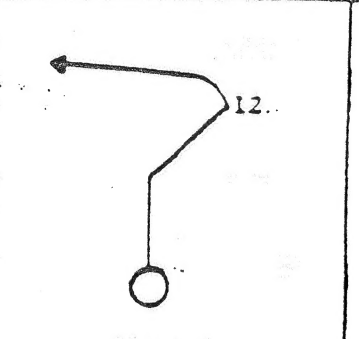
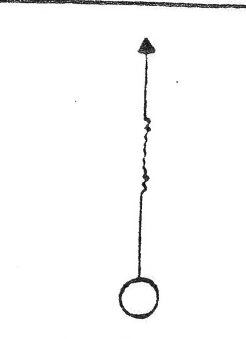
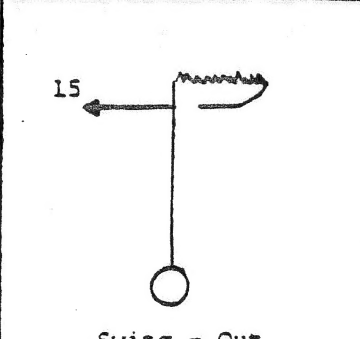
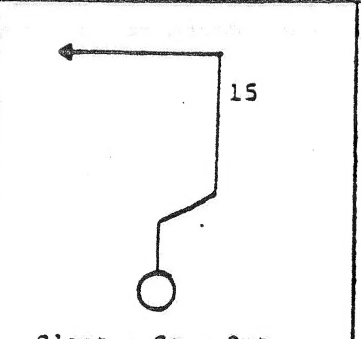
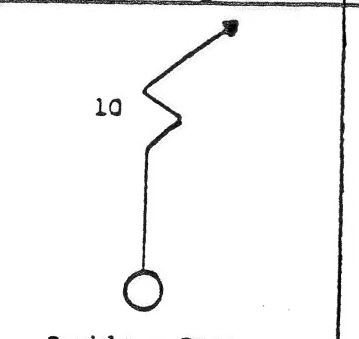
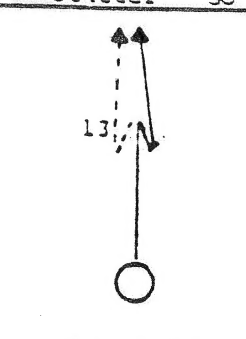
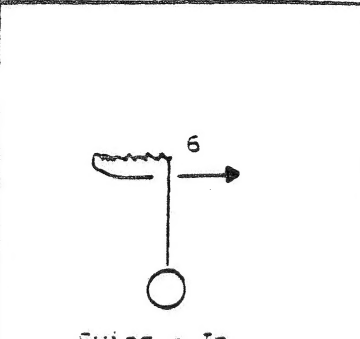
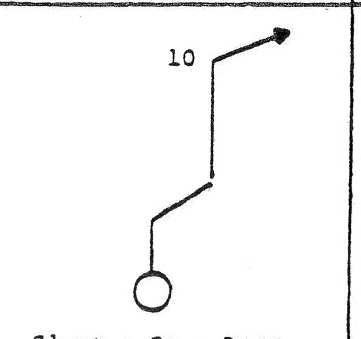
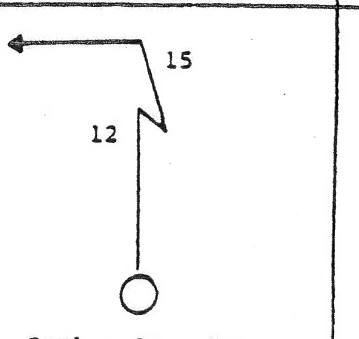
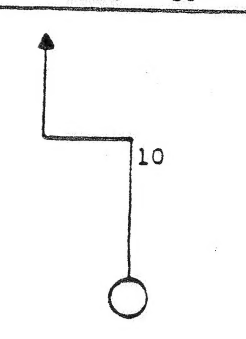
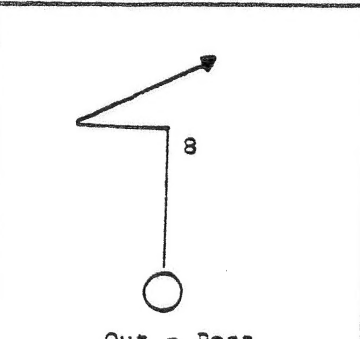
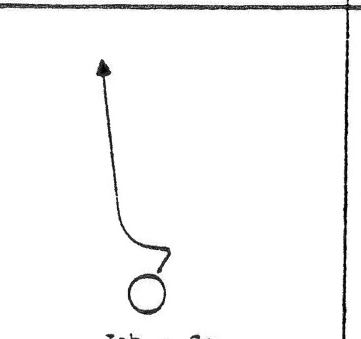
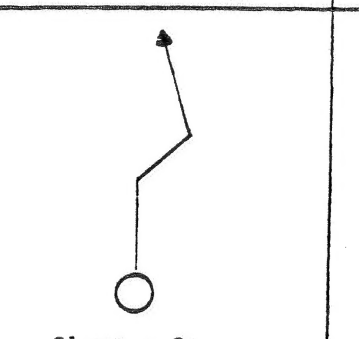
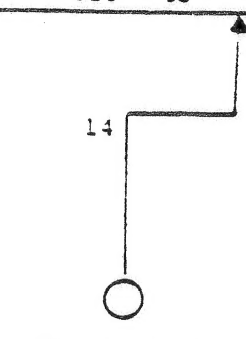


LONG ROUTES

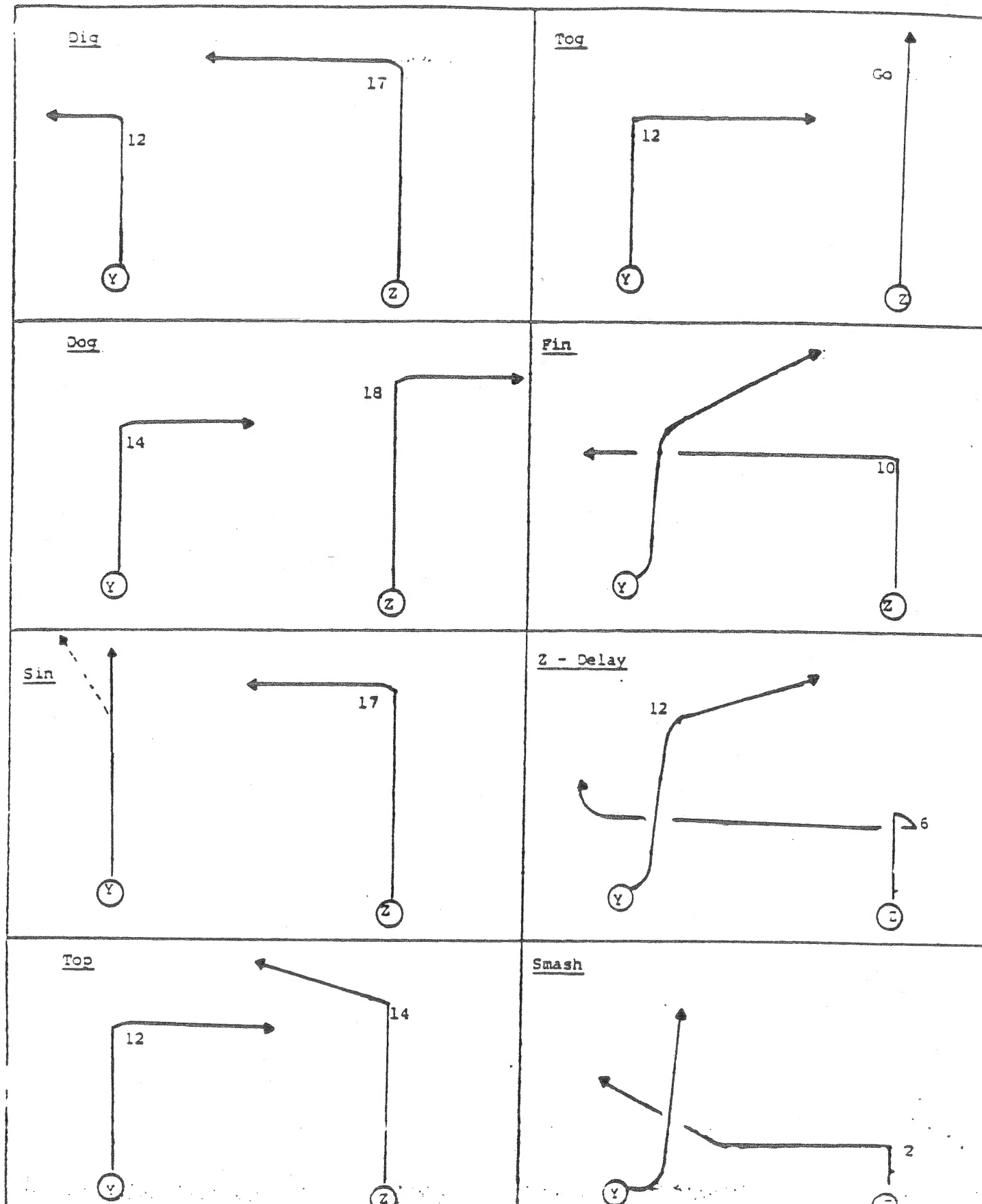


16. GO Run route outside OT upfield looking over inside shoulder.
This route can be run off MLB.
17. H-READ Run read route 6-7 yards:
a) VS. Zone - hook it up at 7 yards
b) VS. Man - break it outside at 7 yards
18. DELAY Set to block - if your LB'er does not come - run delay
route called.
19. GO Can be added to almost all cuts - Break to goalline, looking
over inside shoulder.
20. C.P. All routes will be designated as to LB'er pick ups or free
release according to type of Pass Protection called!!

INDIVIDUAL ROUTES FOR X AND Z
DRAWN IN WITH RECEIVER ON LEFT SIDE

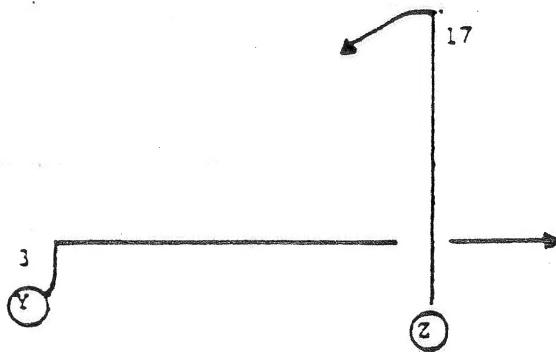
 <p>Post - Hook</p>	 <p>(Hard Inside Release)</p>	 <p>Slant 0</p>	 <p>Stutter - Go</p>
 <p>Swing - Out</p>	 <p>Slant - Go - Out</p>	 <p>Double - Post</p>	 <p>Curl - Go</p>
 <p>Swing - In</p>	 <p>Slant - Go - Post</p>	 <p>Curl - Go - Out</p>	 <p>Out - Go</p>
 <p>Out - Post</p>	 <p>Jab - Go</p>	 <p>Slant - Go</p>	 <p>Center - Go</p>

Strongside Combination Patterns
 Drawn up from Right Formation
 Between "Y" and "Z"

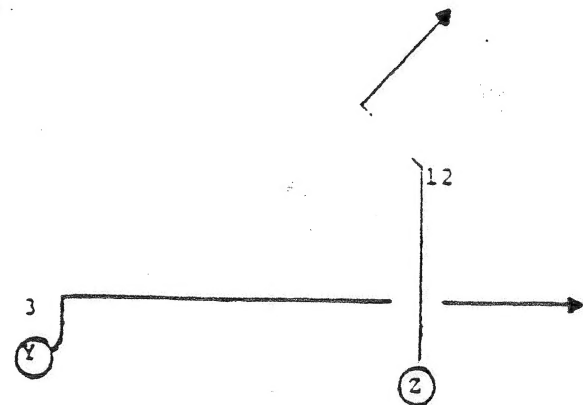


Strongside Combination Patterns
 Drawn up from Right Formation
 D - Tree - between "Y" and "Z"

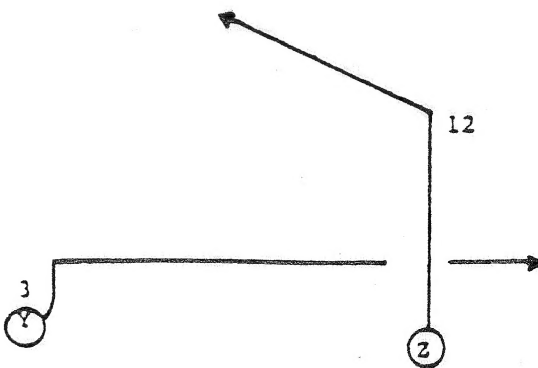
D - Curl



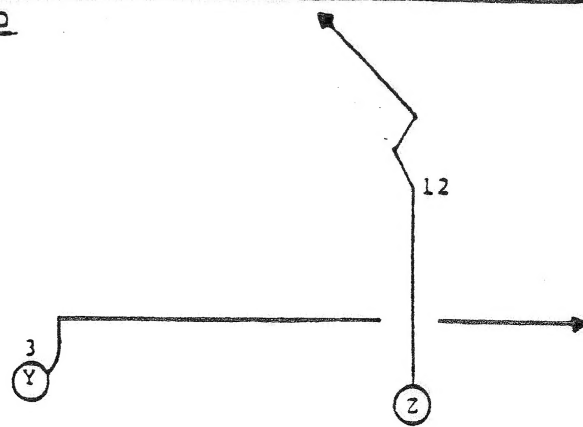
D - K



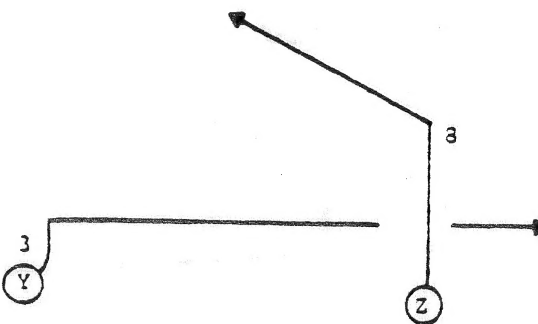
D - Post



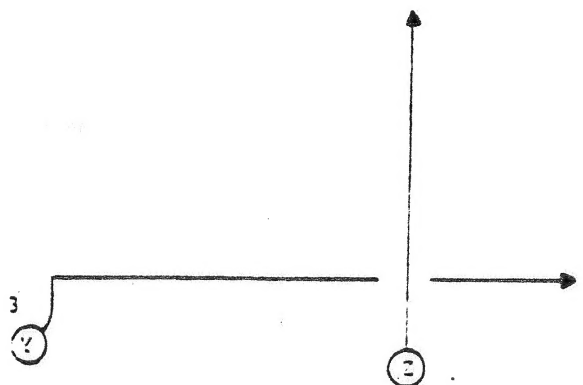
D - ZID



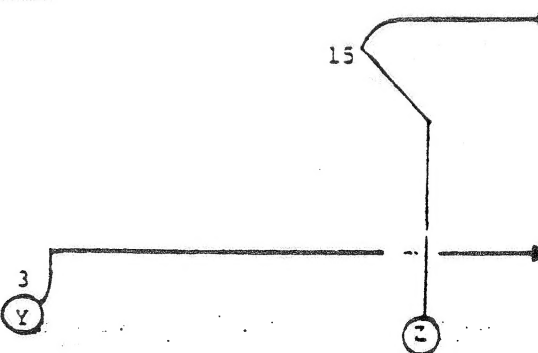
D - Slant



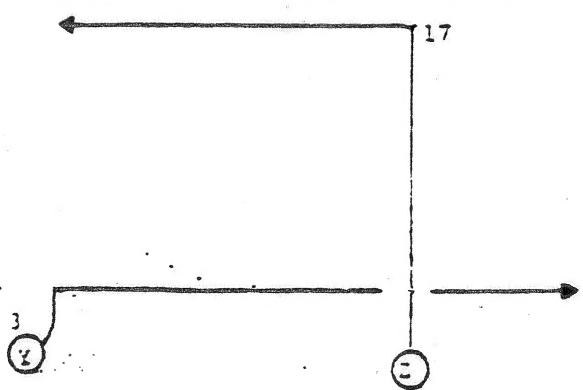
D - GO



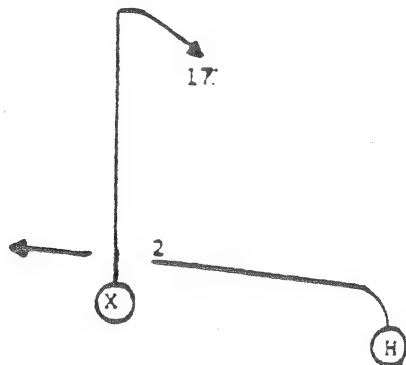
D - Q



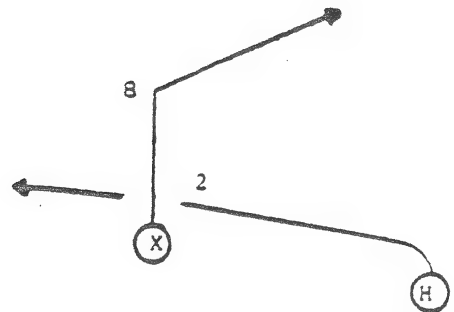
D - IN



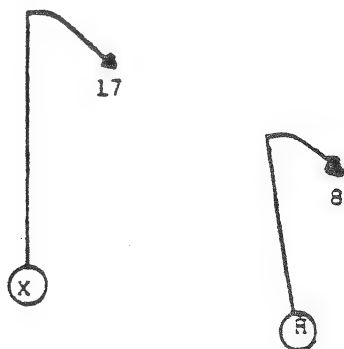
Weakside Combination Patterns
 Drawn Up from Right Formation
 between "HB" and "X"



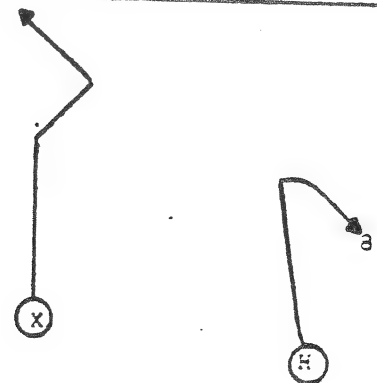
Flat Curl (F-C)



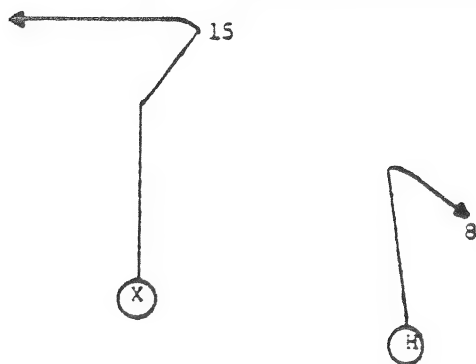
Flat Slant (F-S)



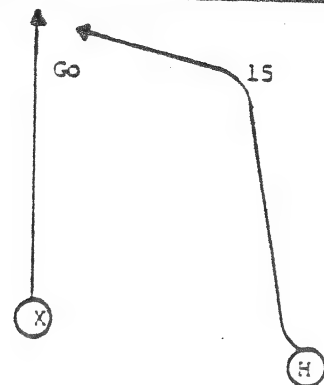
Circle Curl (CIC)



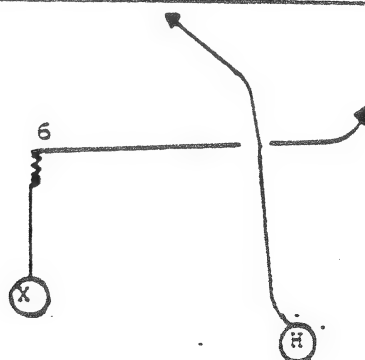
Circle K (CIK)



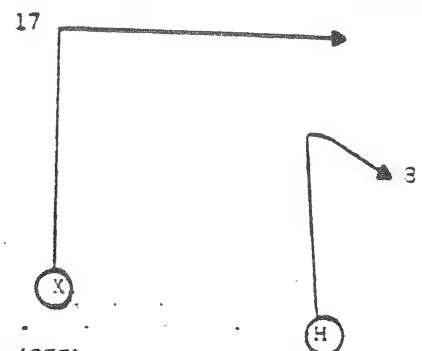
Circle Q (CIQ)



H-Flag



X-Delay

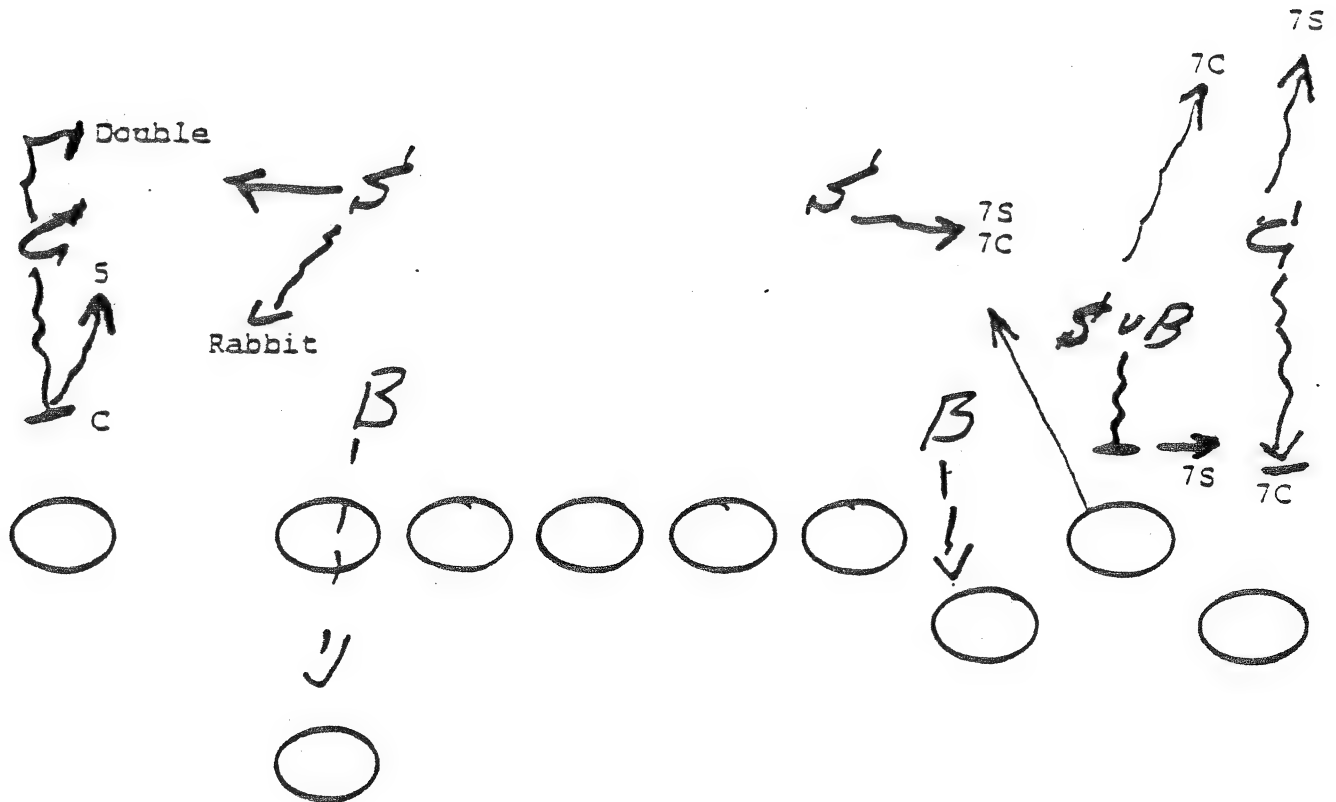


Circle In (CII)

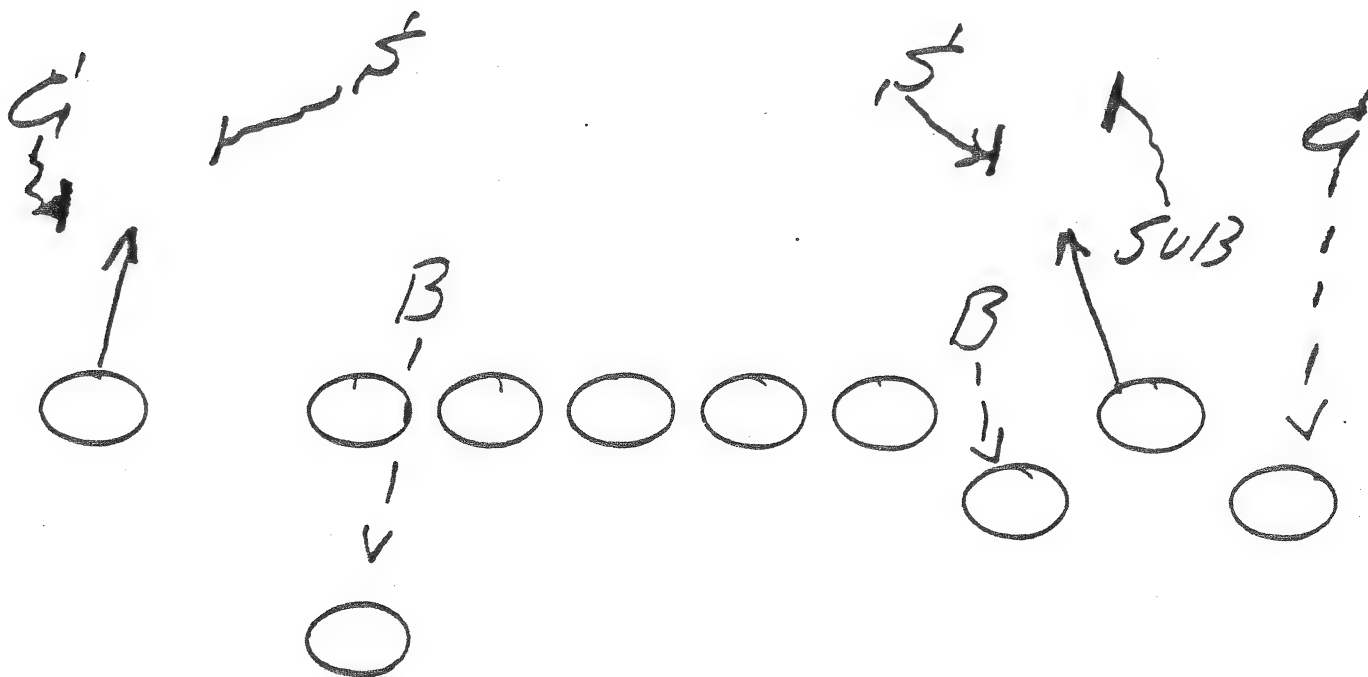
DEEP SAFETIES FLATTEN - WK & STR ALERT FOR COMBINATION ON BOTH SIDES

7S-5C or 7C 5C

DEPENDING ON HOW THEY WANT TO DOUBLE THE STR SIDE



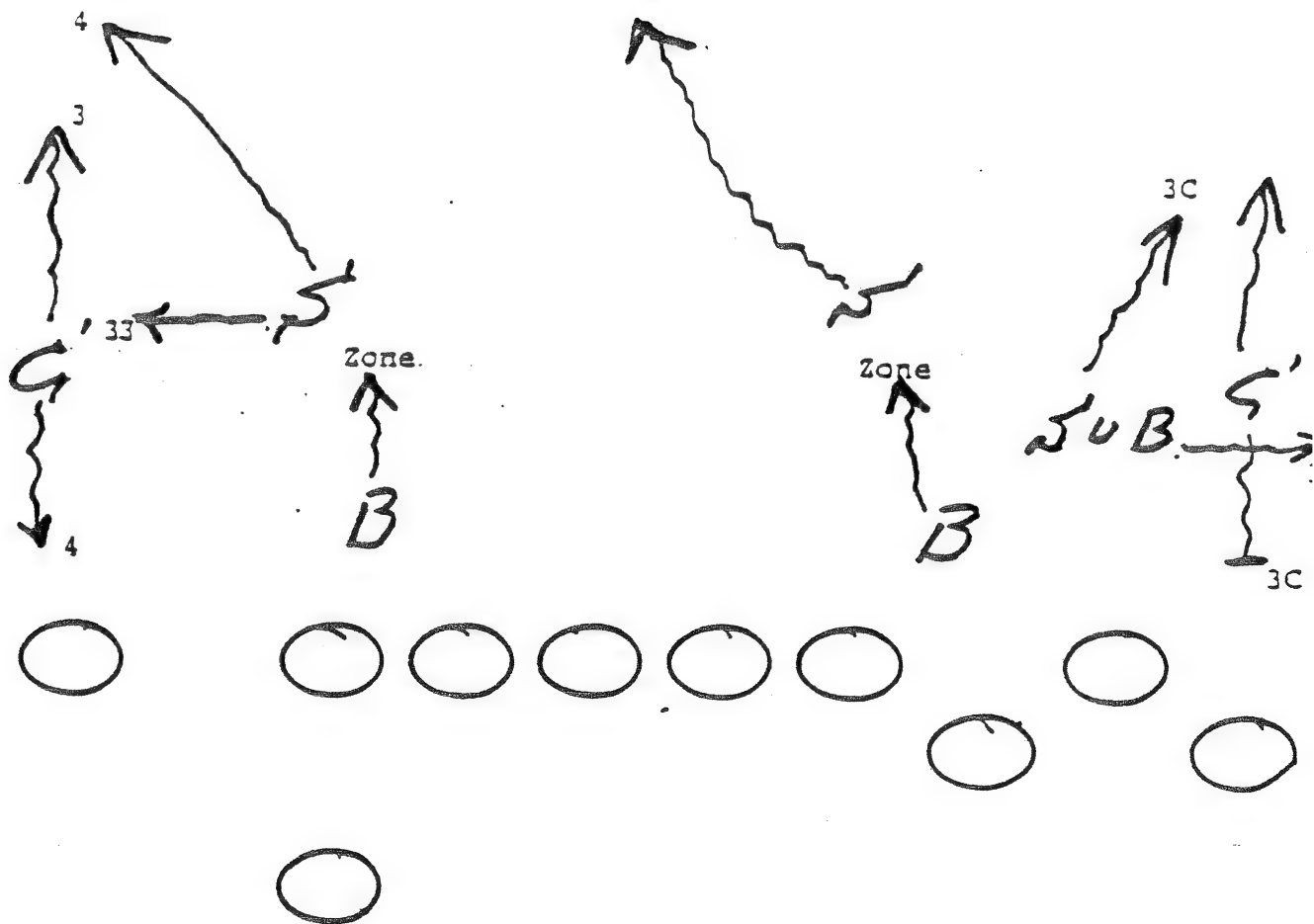
DEEP SAFETIES FLATTEN NO CENTERFIELDER DOUBLE WK & STR
6-5 DOUBLE - BRACKET ON X & INSIDE REC STR



DEEP SAFETIES & BACKERS - SHOW ZONE

BE ALERT IN FLAT AREA FOR ROLL UPS !!

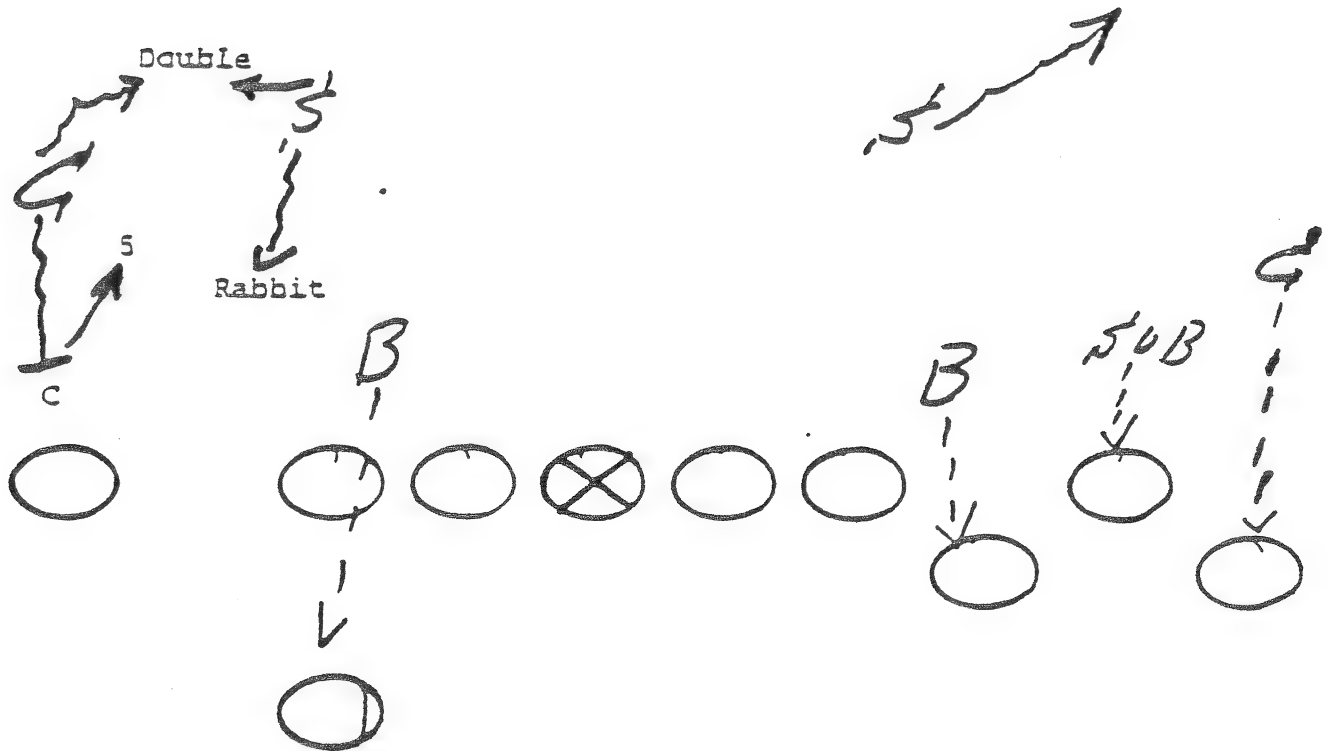
33 or 3C-4 - USUALLY DEEP SAFETY ON STRONG SIDE GOES TO DEEP MIDDLE !!



DEEP SAFETIES DIVIDE & WK SAFETY SPLITS

COMBO 5C - 5 - 5 DOUBLE - 5 RABBIT

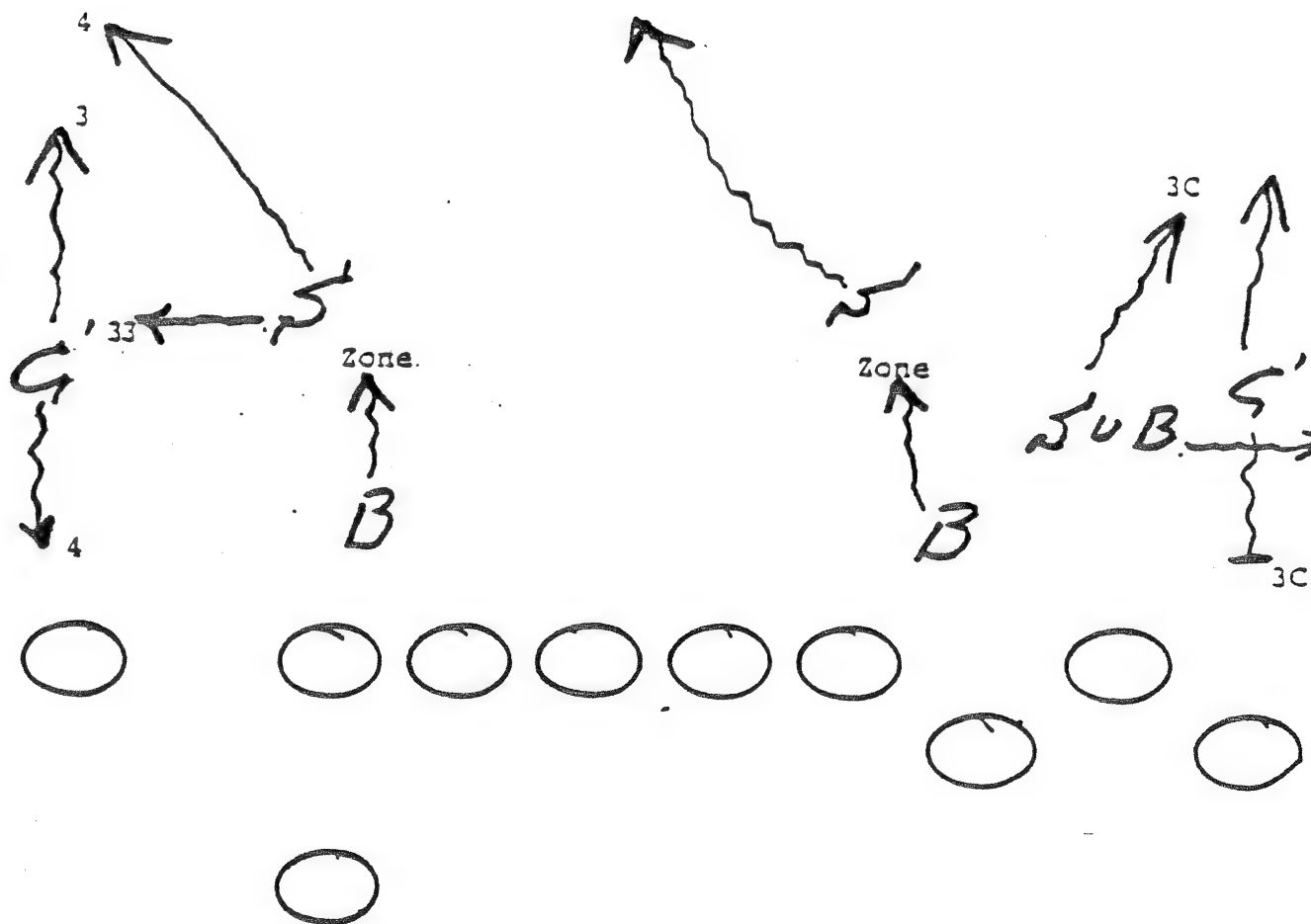
LOOKS SIMILAR TO 22 MAN



DEEP SAFETIES & BACKERS - SHOW ZONE

BE ALERT IN FLAT AREA FOR ROLL UPS !!

33 or 3C-4 - USUALLY DEEP SAFETY ON STRONG SIDE GOES TO DEEP MIDDLE !!

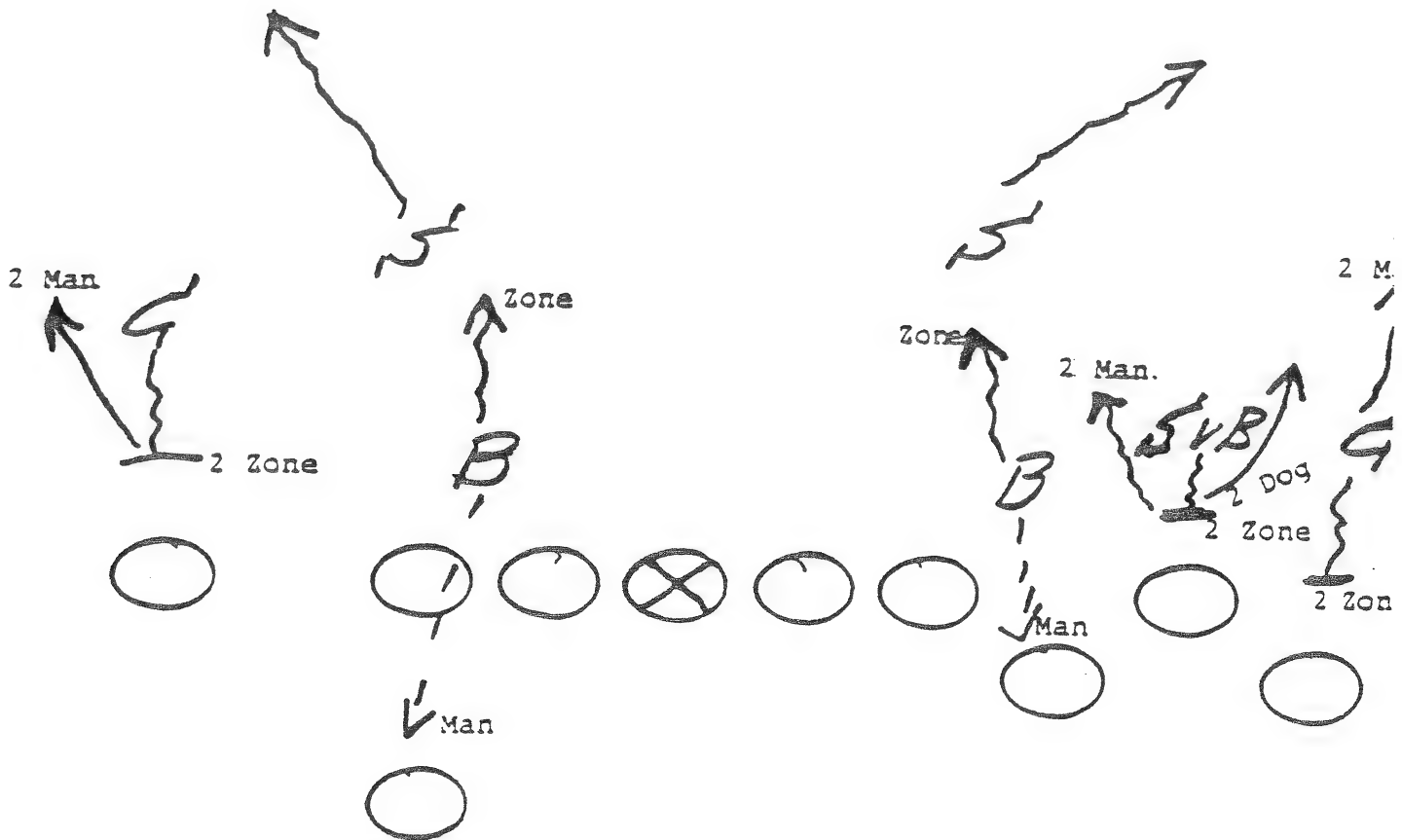


22 OR 22 MAN -

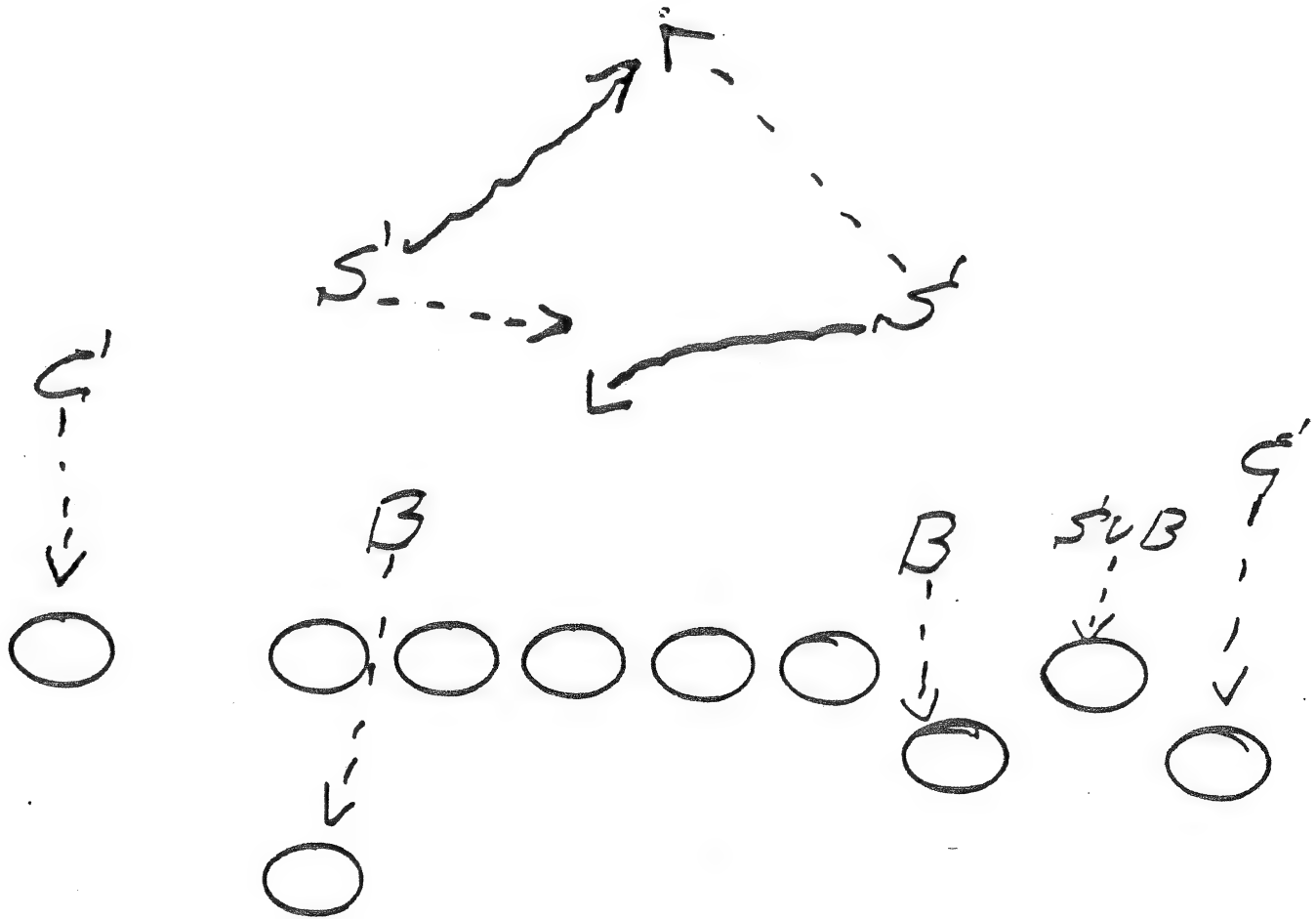
Deep Safeties Divide

Alert Backer drops help you
determine Zone or Man

Sub usually Dogs inside Rec.
unless real long yardage



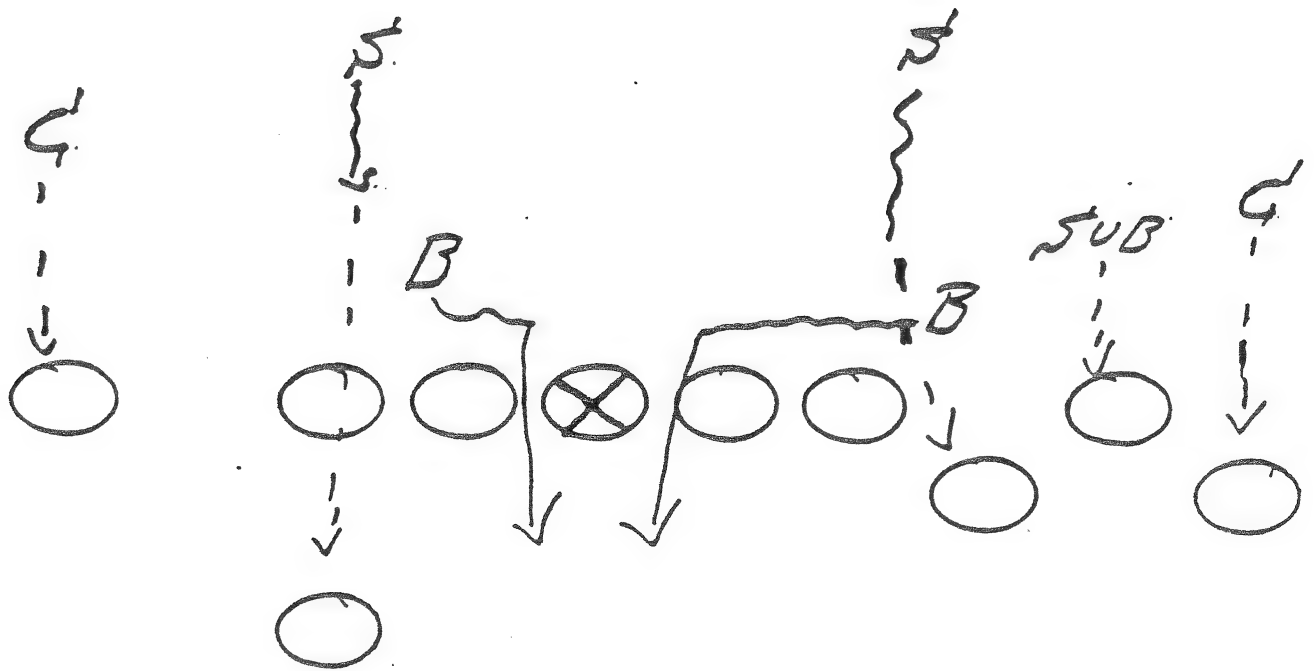
1-1 SPECIAL OR FUNNEL
MAN TO MAN COVERAGE WITH SAFETIES IN TANDEM LOOK



DEEP SAFETIES SQUAT COME UP BLITZ II.

ALERT BACKERS ON BLITZ - SAFETIES

"SUB"
LOOKS

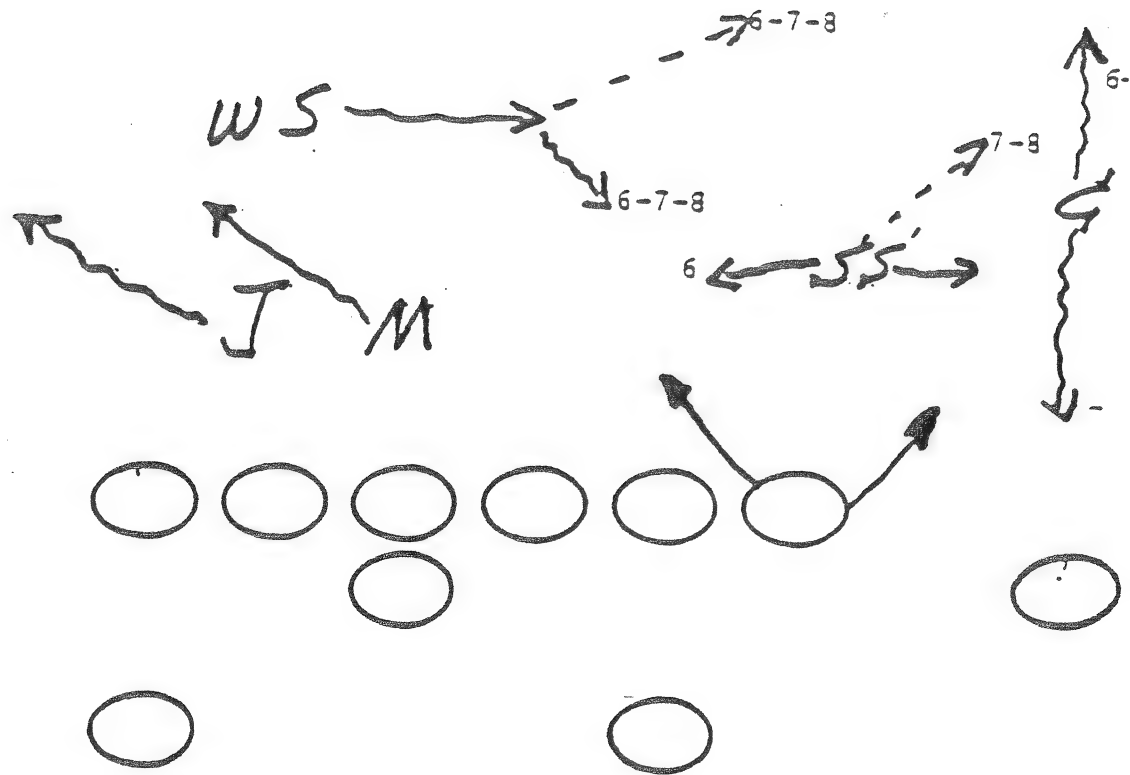


COMBINATION AIR - 0-1-0-7 (Sarettes Flat)

(Alert M or J)

M - MIKE - 4-3 Reads

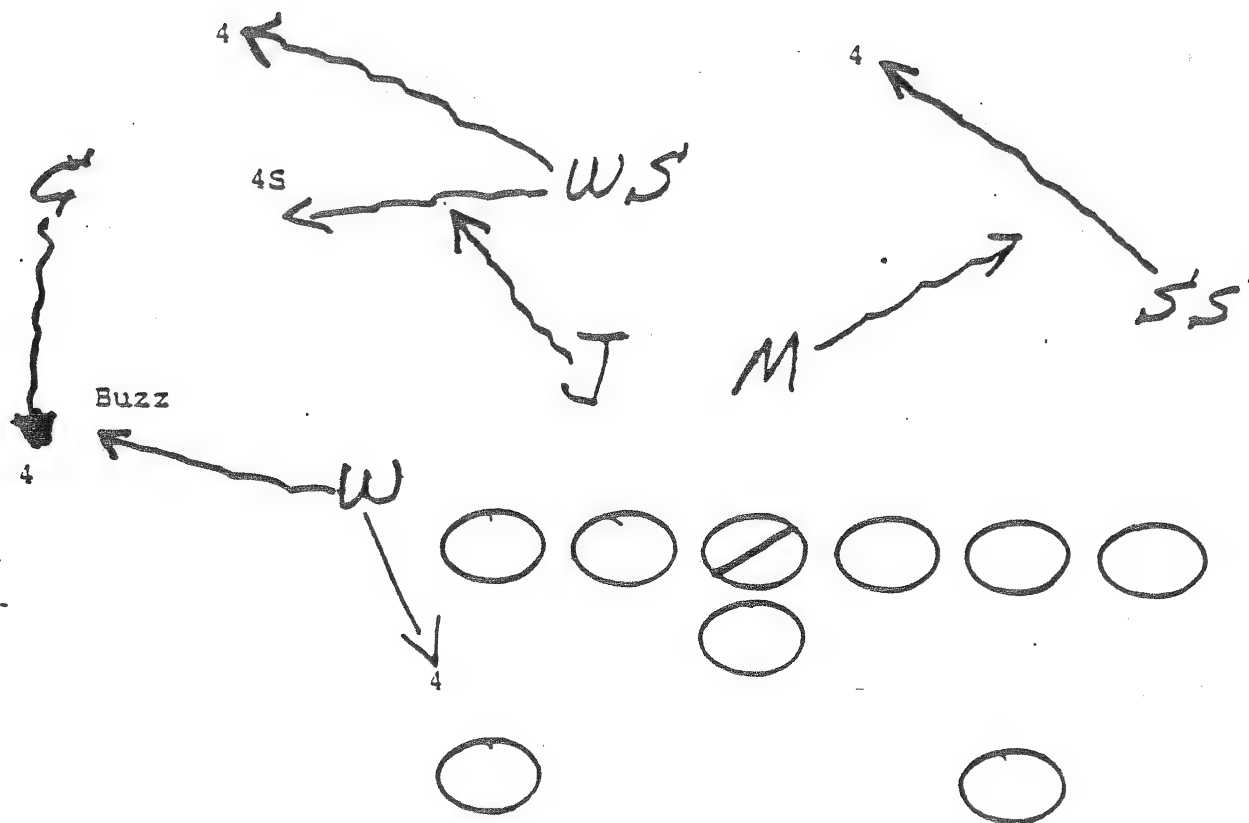
J - JACK - 3-4 Reads



ZONE WK - 4 - 4S - 4 Buzz (Safeties Roll WK)
(Alert M & J)

M - MIKE - 4-3 Reads

J - JACK - 3-4 Reads

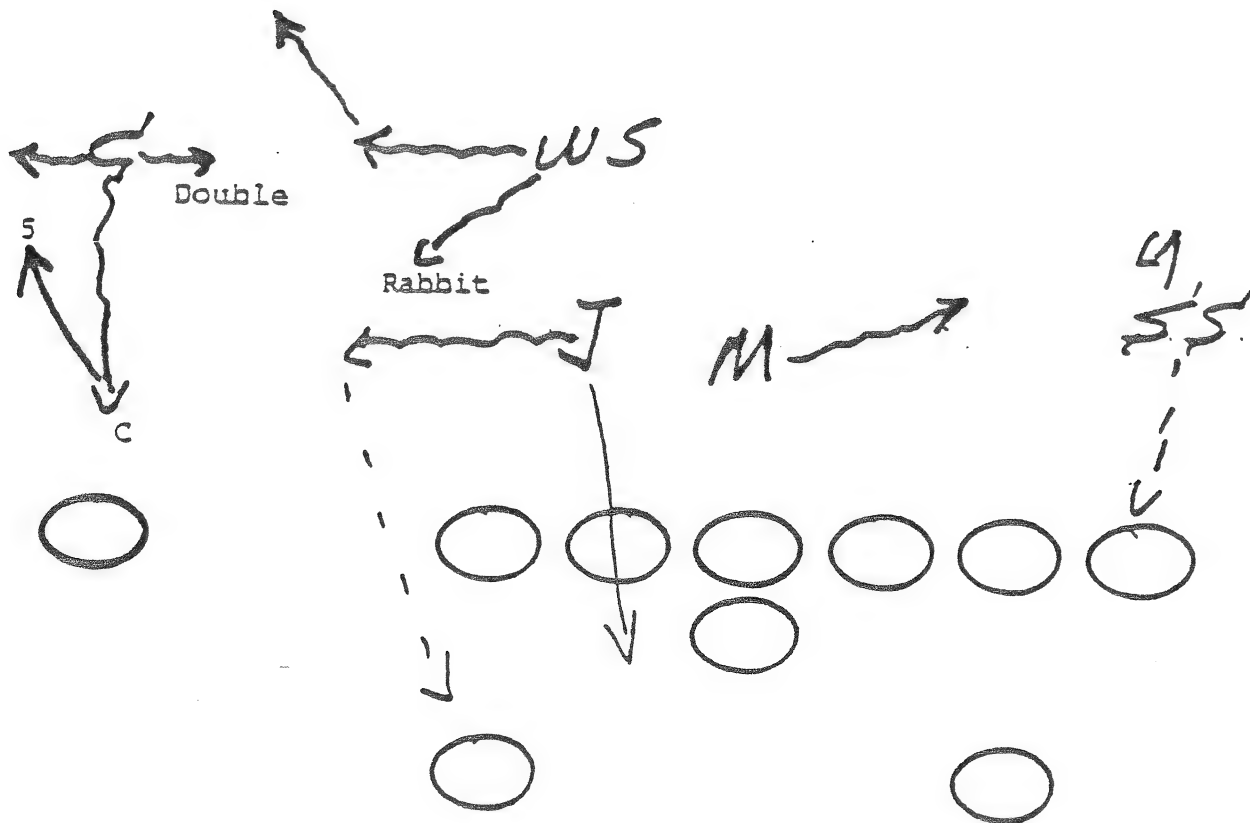


COMBINATION WK - 5 - 5C - 5 Double - 5 Rabbit (Safeties Sol.

M - MIKE - 4-3 Reads

J - JACK - 3-4 Reads

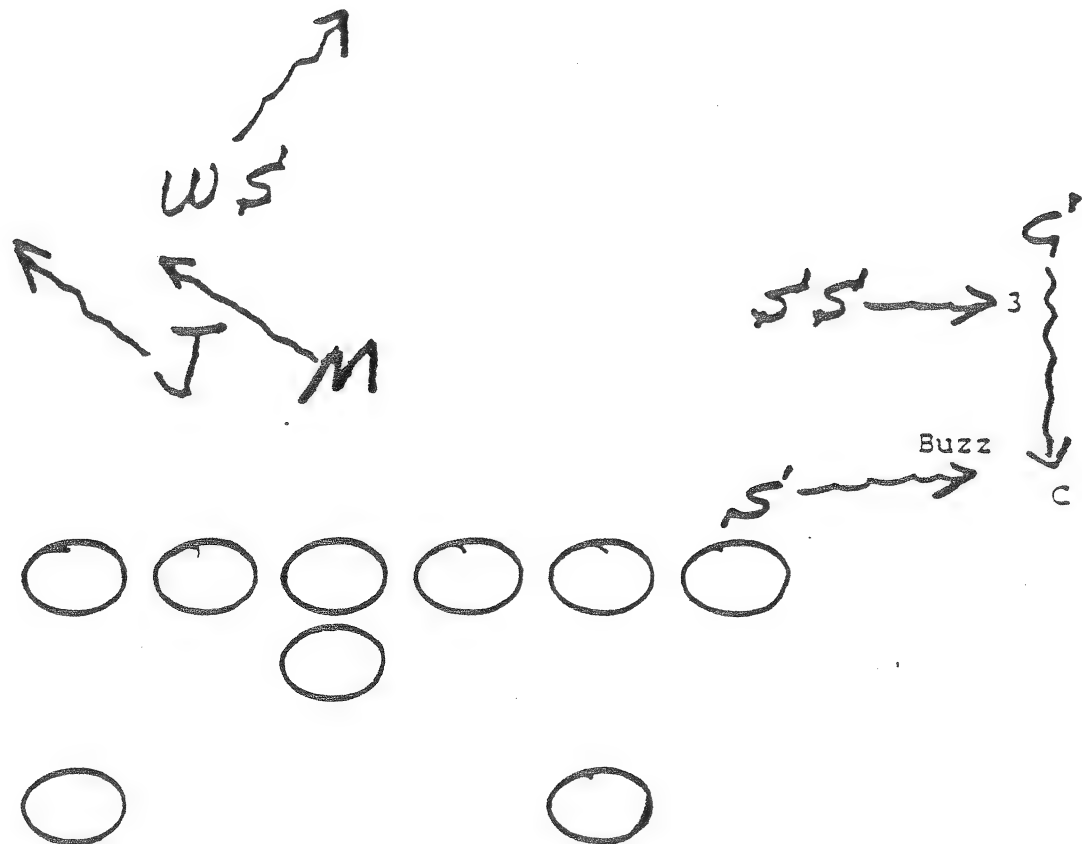
(Alert M or J



ZONE STR - 3 - 3C - 3 Buzz (Safeties Roll STR)
(Alert M & J)

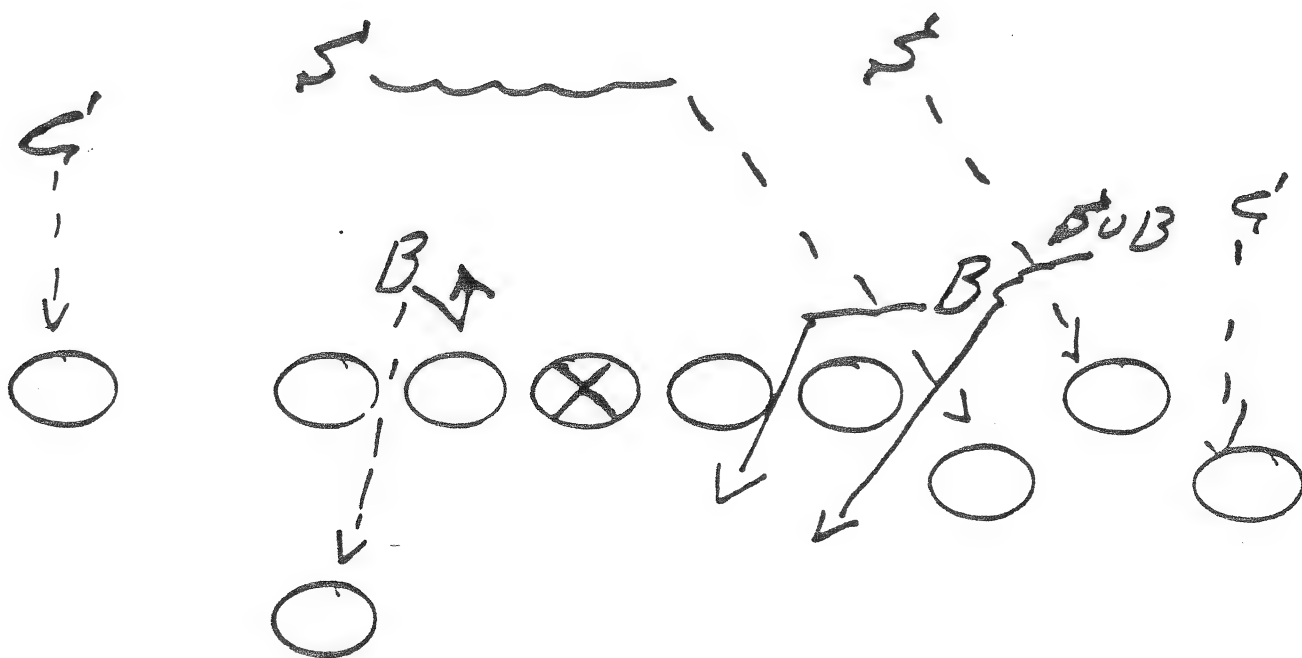
M - MIKE - 4-3 Reads

J - JACK - 3-4 Reads



The diagrams illustrate the process of a neuron firing and the resulting action potential. The left diagram shows a neuron with a dashed arrow labeled 'G' pointing to the cell body, representing a graded potential. A solid arrow labeled 'B' points to the axon hillock, representing the threshold for firing. A dashed arrow points to the axon, and a solid arrow points to the axon terminal. The right diagram shows the neuron firing, with a solid arrow labeled 'B' pointing to the axon hillock, representing the action potential. A dashed arrow labeled 'G' points to the cell body, and a solid arrow labeled 'S/B' points to the axon terminal, representing the release of neurotransmitters. A dashed arrow points to the axon, and a solid arrow points to the axon terminal.

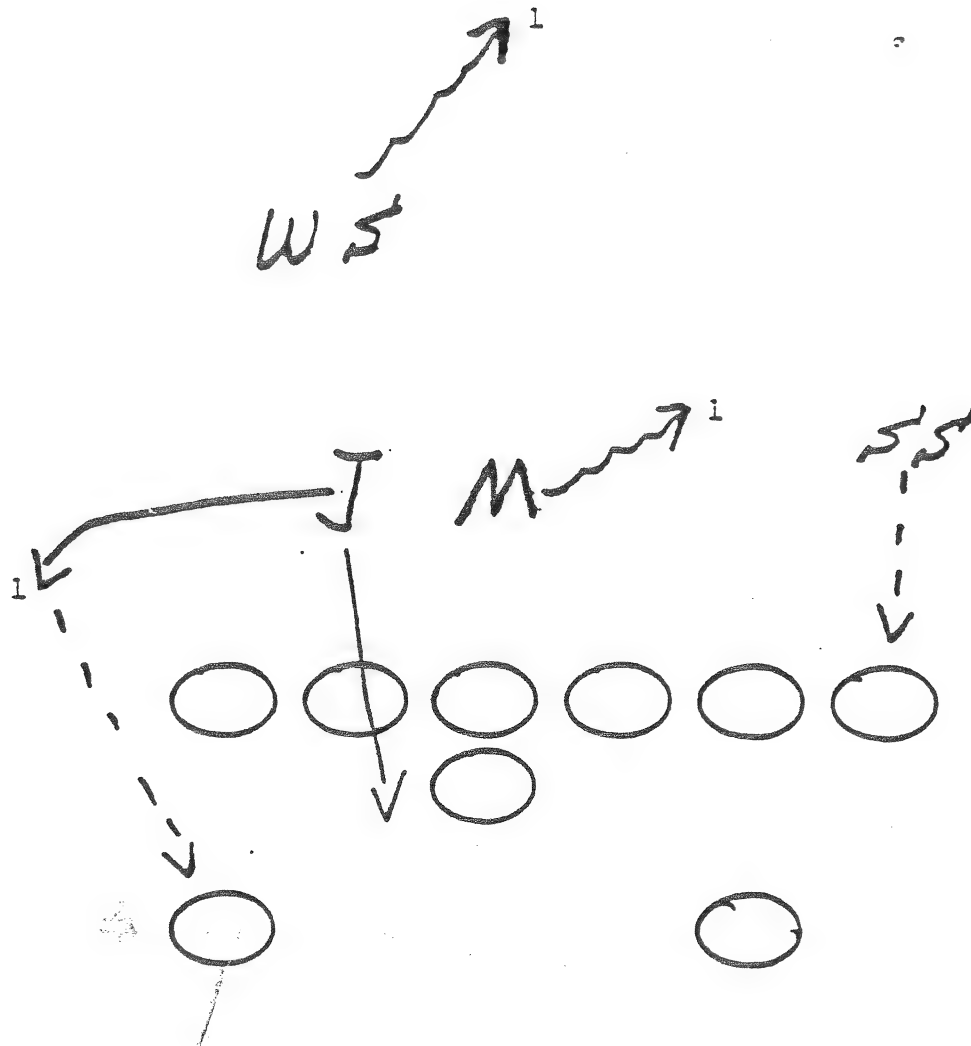
SUB BLITZ TWO OFF STRONGSIDE
ROGER CALL IN 80's PICKS UP BLITZ
NO CALL MUST SIGHT ADJUST
MUST SIGHT ADJUST ALL 70's



COVER 1 - MAN - WS - MIDDLE

M - MIKE - 4-3 Reads

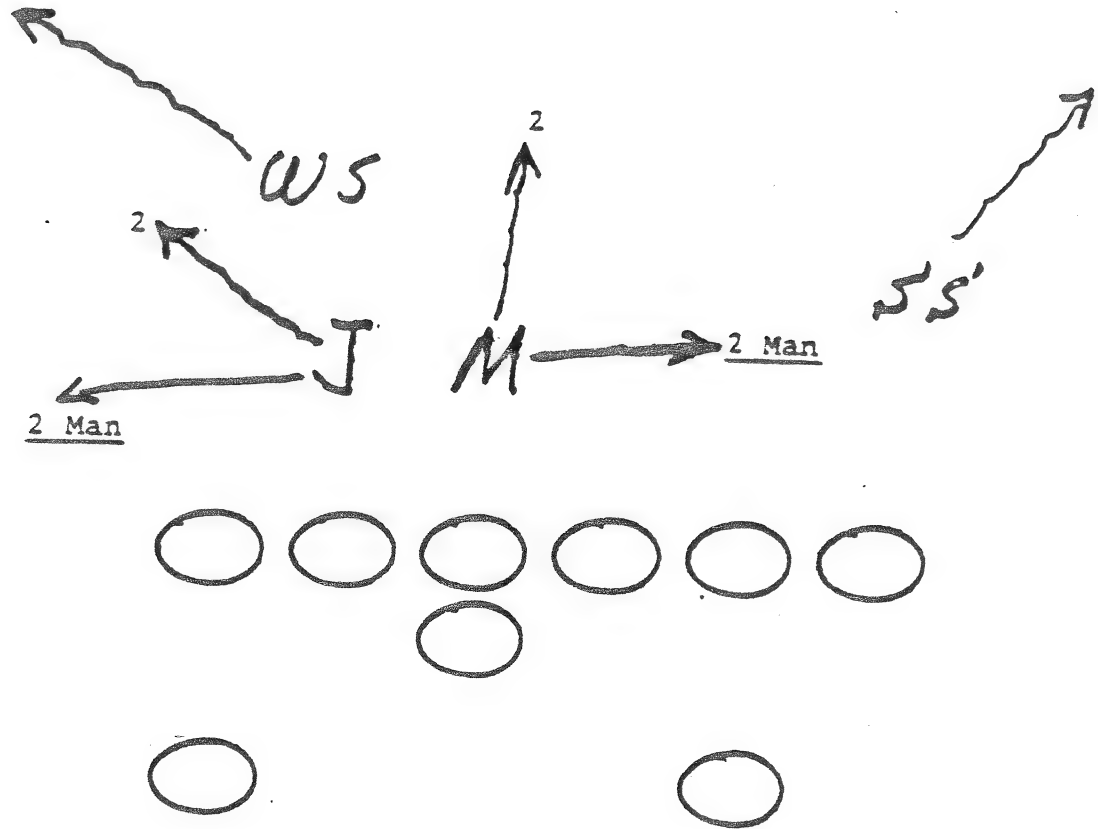
J - JACK - 3-4 Reads



ZONE - DOUBLE 2 - 2 MAN (Safeties Divide)

M - MIKE - 4-3 Reads (Alert M & J)

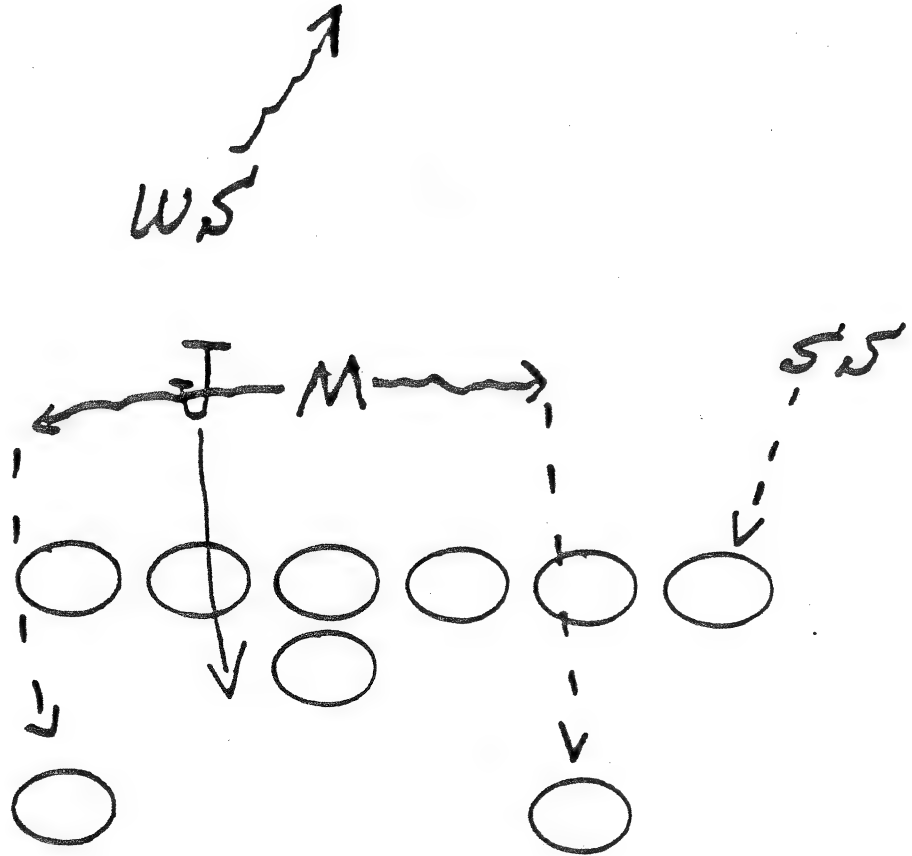
J - JACK - 3-4 Reads



MAN - B-1 - FREE - WS - Free Deep Middle
(Alert M & J)

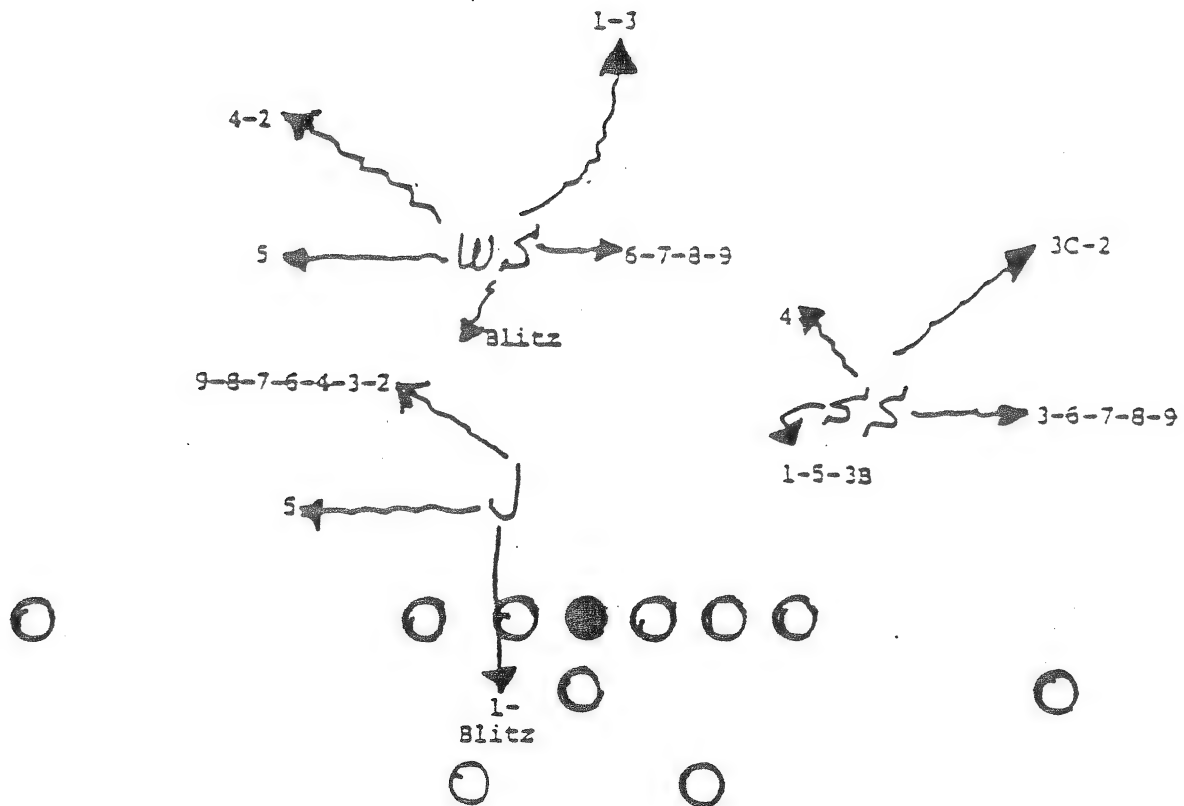
M - MIKE - 4-3 Reads

J - JACK - 3-4 Reads

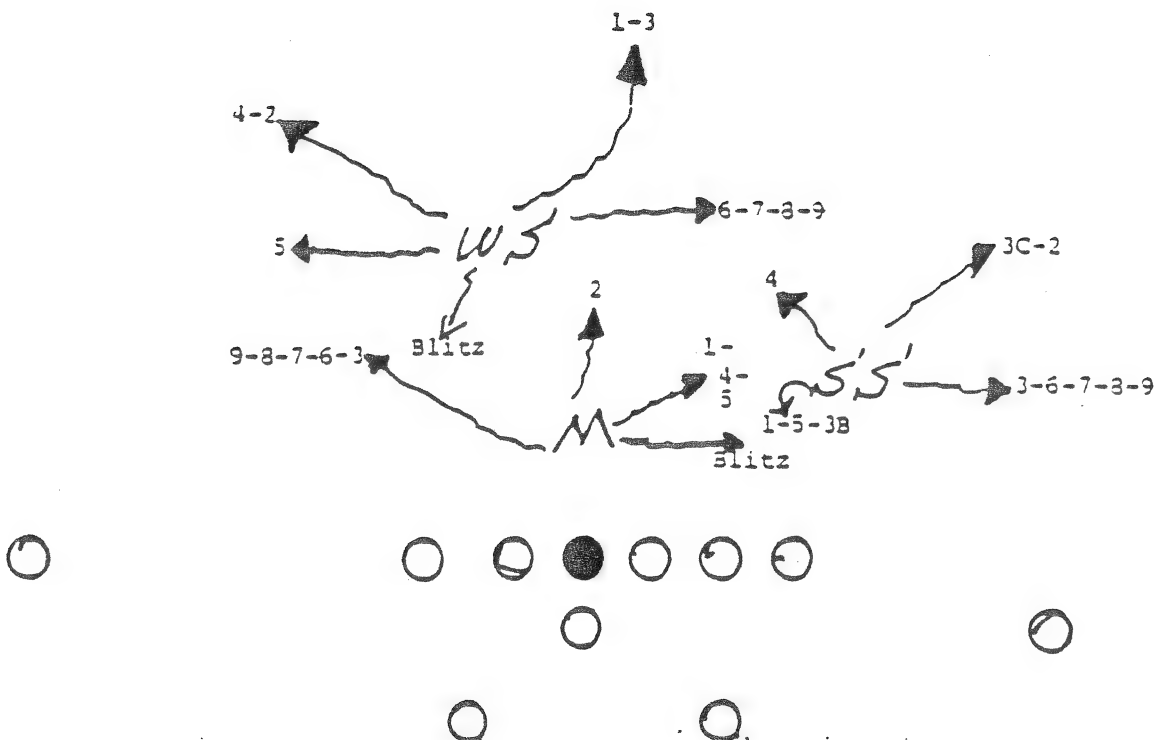


QB Looks From 3-4 Alignment for Drop Back Reads

P. 13



QB Looks From 4-3 Alignment for Drop Back Reads

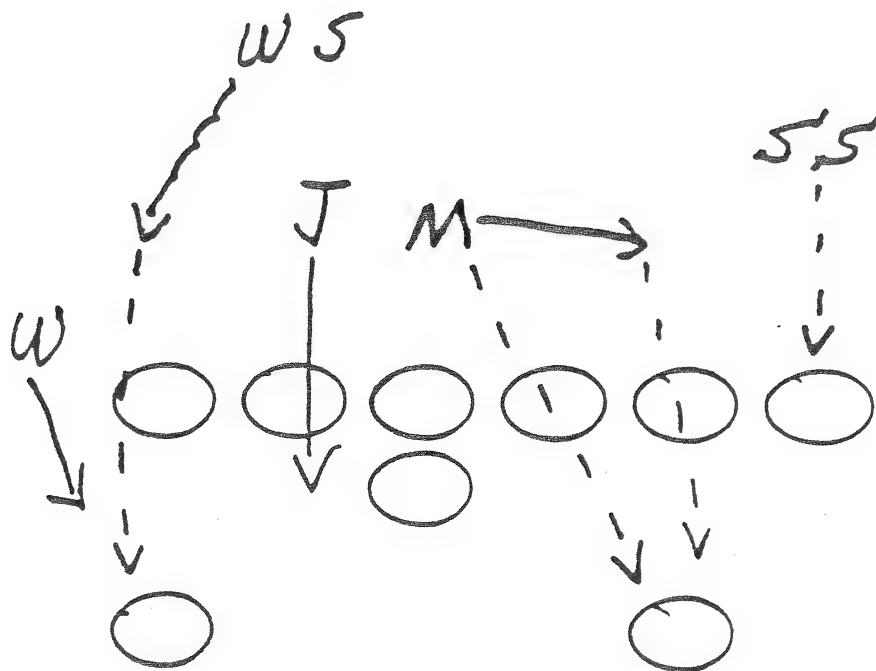


BLITZ - B-1 - WS Covers HB - Alert M & J

"Reg"
Looks

M - MIKE - 4-3 Reads

J - JACK - 3-4 Reads

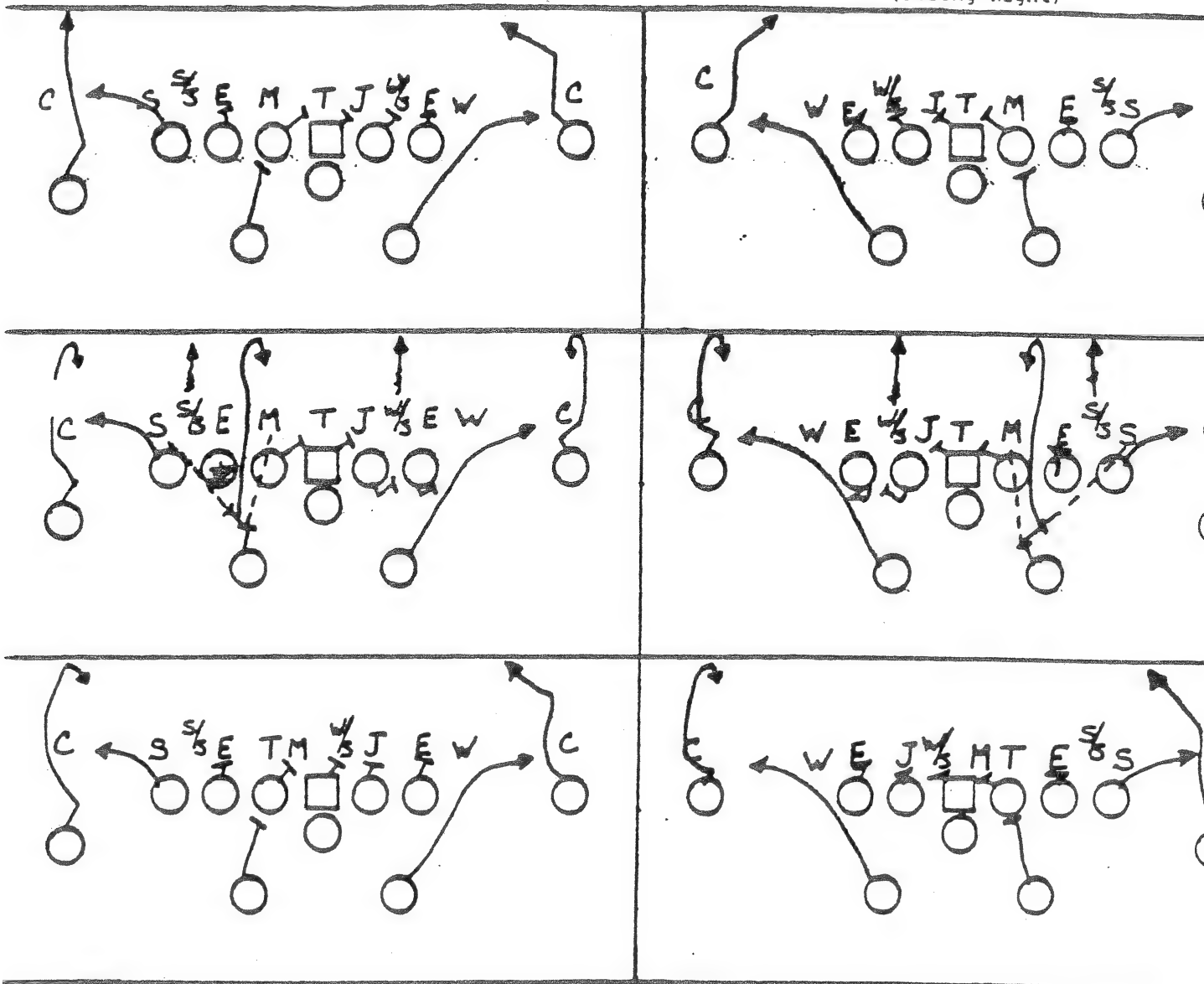


70-71 PROTECTION

70-71 Protection - Flare control with a free release by HB. Y slow blocks or release
 FB has pick up on first man outside SG. SG blocks G, C gap.
 All other linemen block 74-75 protection.

71 (Strong Left)

70 (Strong Right)

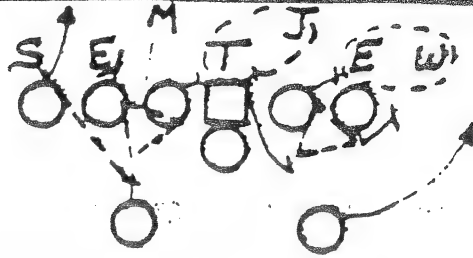


Formation Left
75 vs. 3-4 and Variations

74-75 PROTECTION

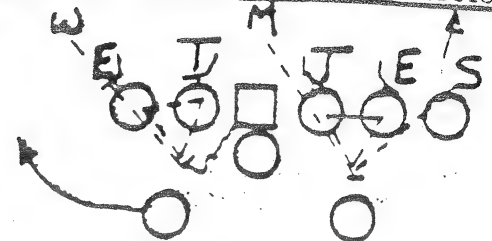
Formation Right
74 vs. 4-3 and Variations

3-4



TRIANGLE

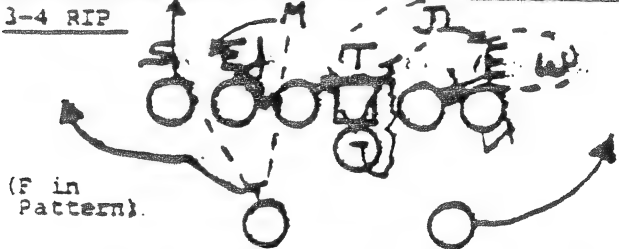
4-3



SOLID

TRIANGLE

3-4 RIP

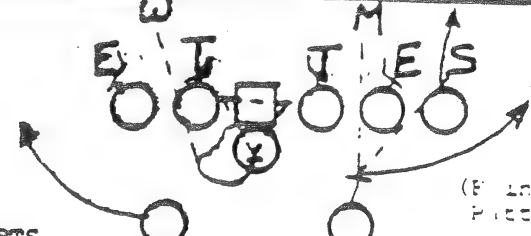


(F in Pattern)

NO TRIANGLE

C SUPPORTS MIDDLE

4-4

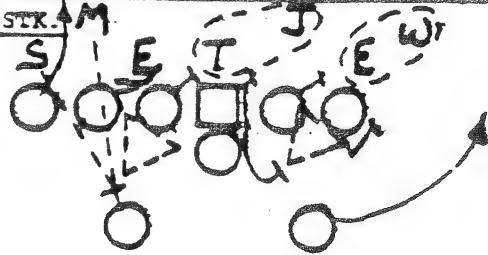


C SUPPORTS MIDDLE

SOLID

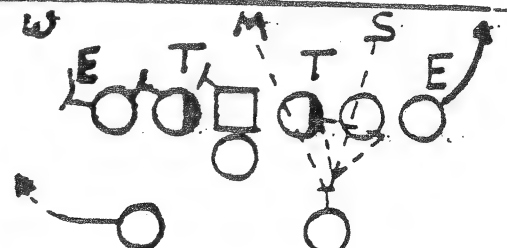
NO TRIANGLE

3-4 OVER STK.



TRIANGLE

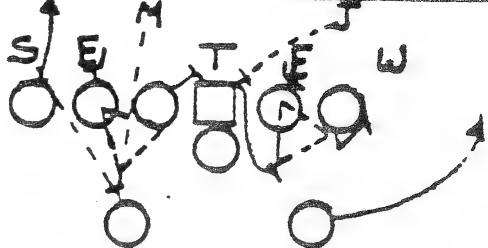
OFFSET OVER



SLIDE

TRIANGLE

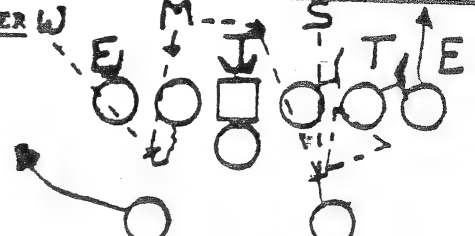
3-4 UNDER



TRIANGLE

GIANT RIGHT

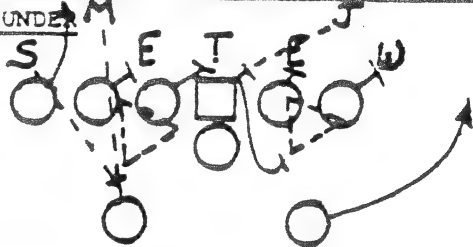
STACK OVER W



UP

(FAN) TRIANGLE

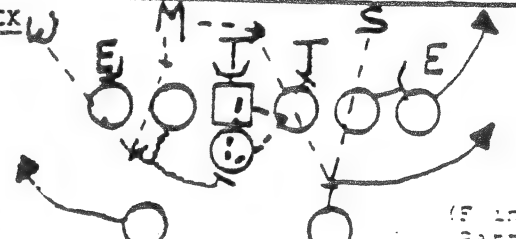
3-4 OVER-UNDER



TRIANGLE

PACKER RIGHT

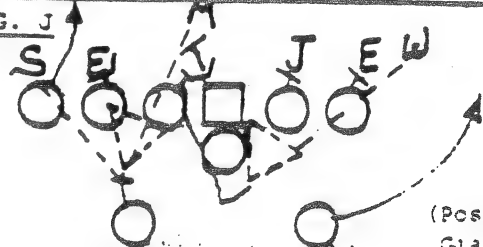
OVER STACK



UP

NO TRIANGLE

3-4 N STG. J

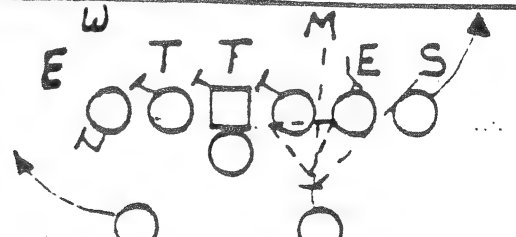


TRIANGLE

SOLID

(Possible Giant Right)

UNDER



GIANT LEFT

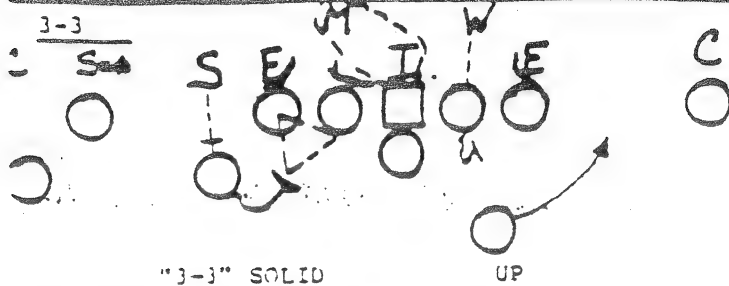
TRIANGLE

74-75 PROTECTION

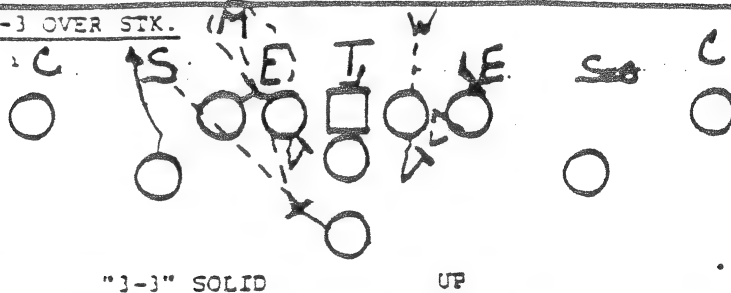
Formation Left

75 vs. 3-3 and Variations

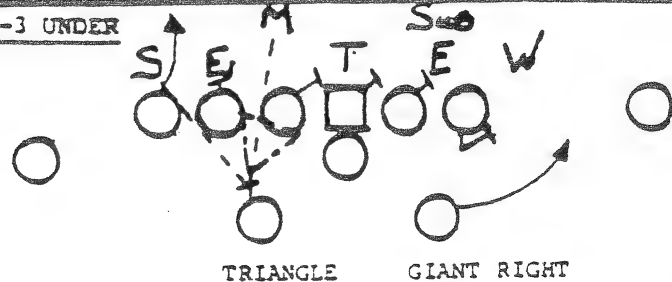
3-3



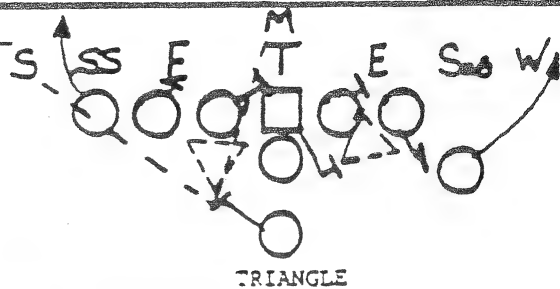
3-3 OVER STK.



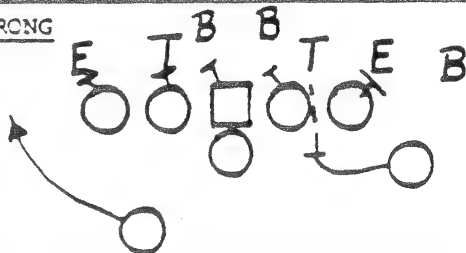
3-3 UNDER



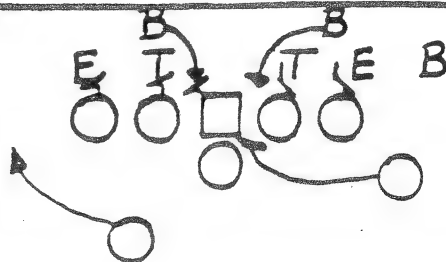
HIPS



GUT 2 STRONG



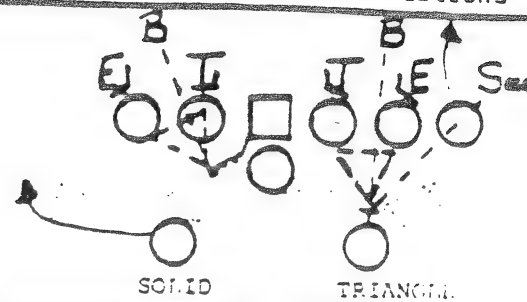
LATE GUT
2 STRONG



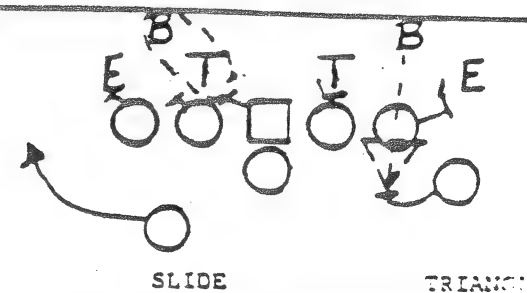
Formation Right

74 vs. 4-2 and Variations

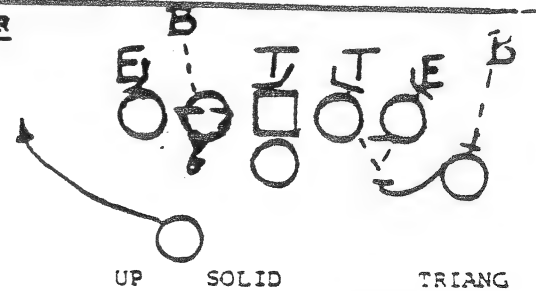
4-2



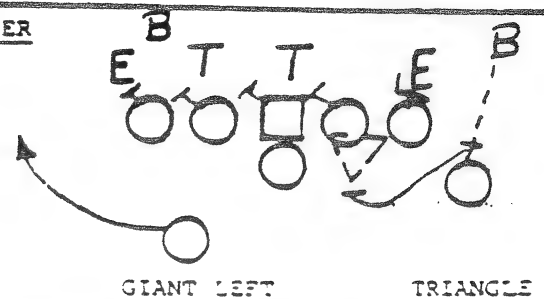
4-2



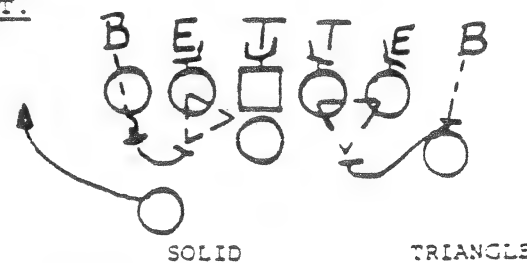
4-2 OVER



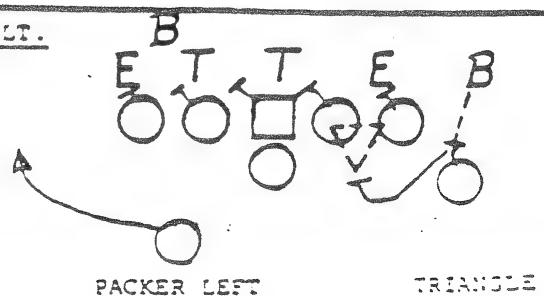
4-2 UNDER

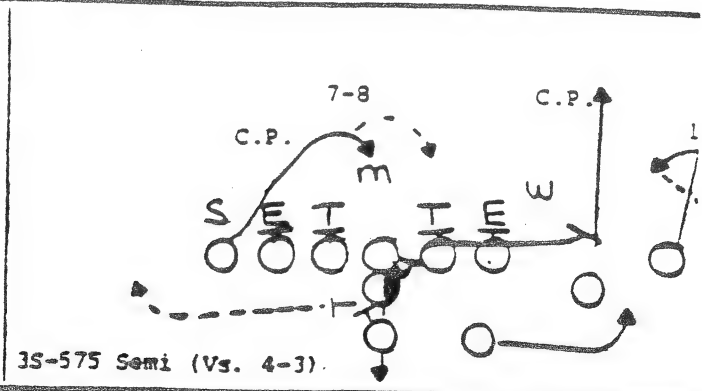
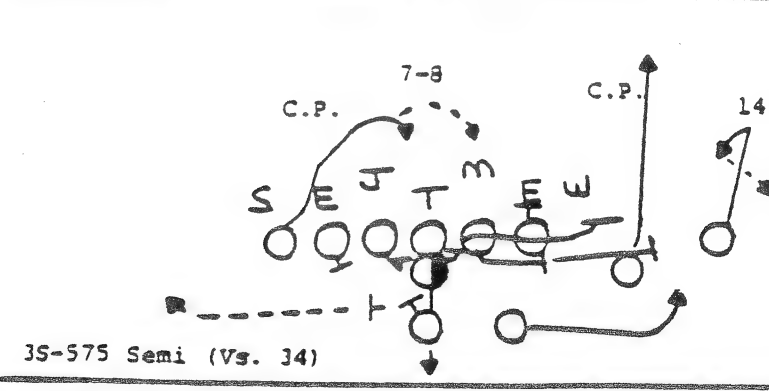
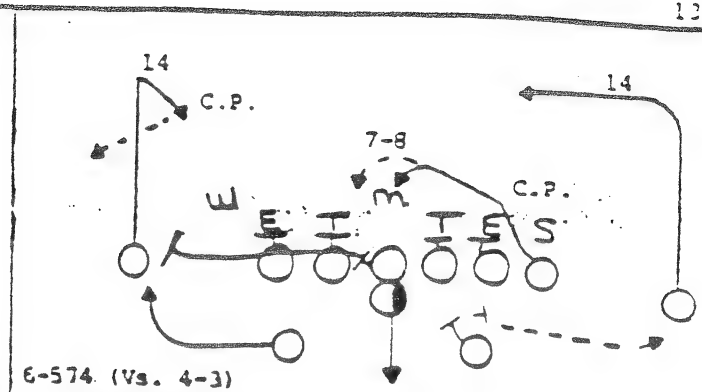
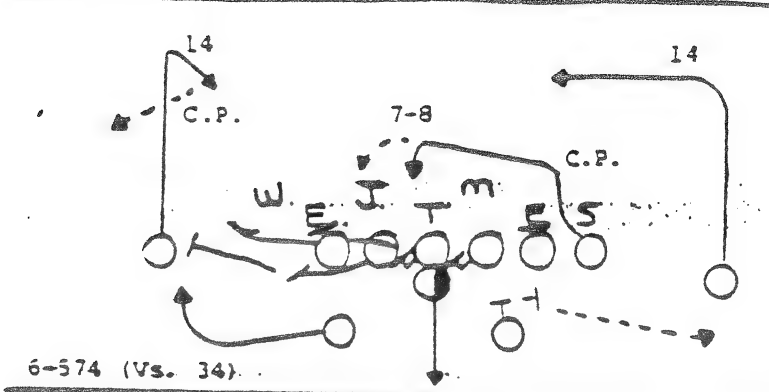


PACKER RT.

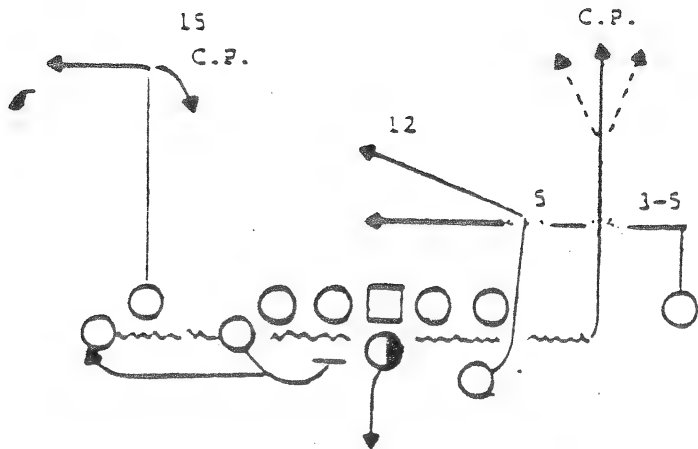


PACKER LT.

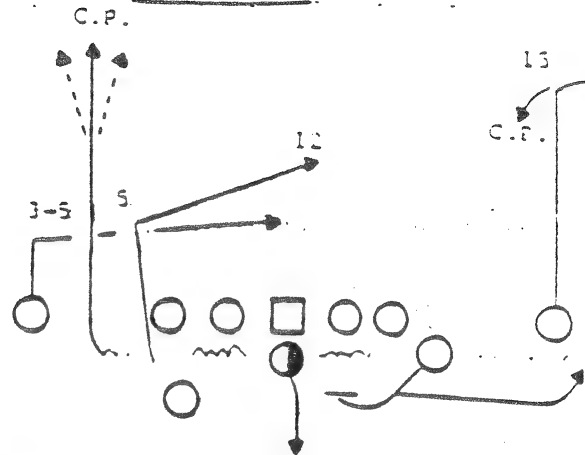




75 X-SMASH



74 X-SMASH



QB -

7 Step Drop - Refer Read Sheet

B -

Free Release - Run 5-12 yard Cross

W -

Fly - Run Seam Coverage Read C.P.

X -

Run Smash

Y

Run 15 yard Out/Curl C.P.

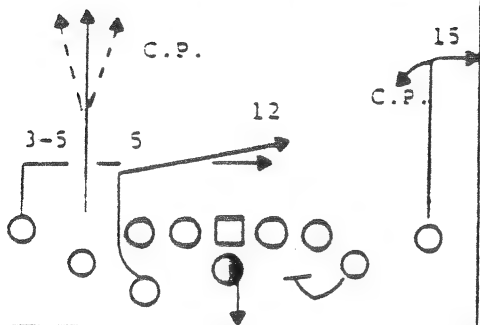
Y -

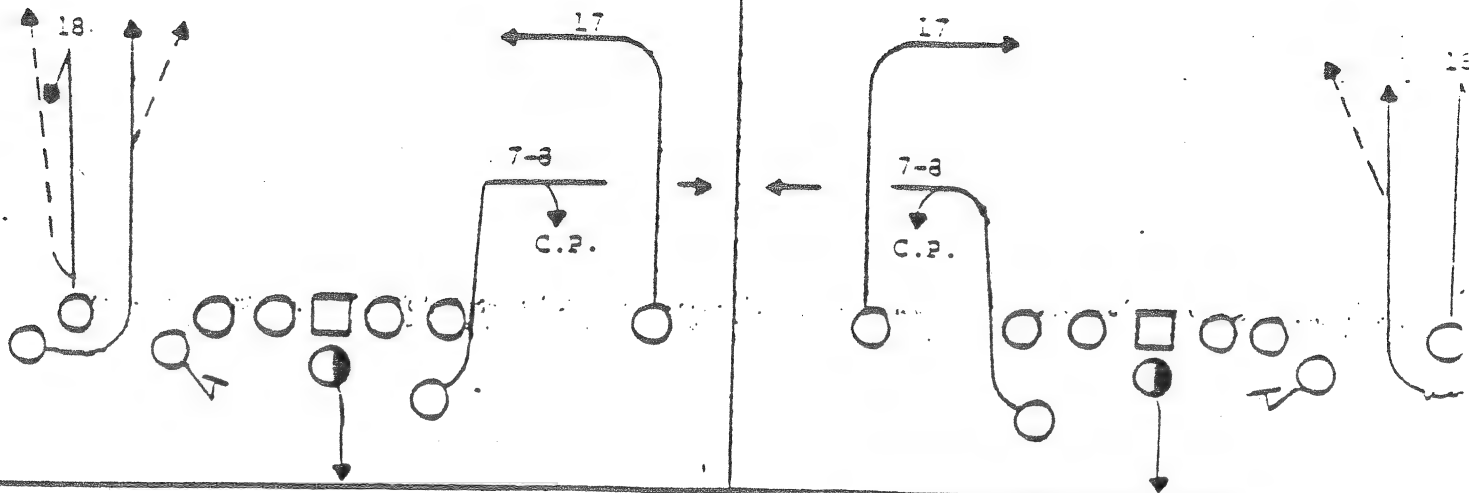
Block Backer - N.T. Triangle

COMMENTS:

FORMATIONS:

HR - 74 X-Smash





QB - 7 Step Drop - Refer Read Sheet

B - Run 7-8 yard Flat/Stop CP

W - Half Fly - Run Seam Read

X - Run 17-18 yard In Cut

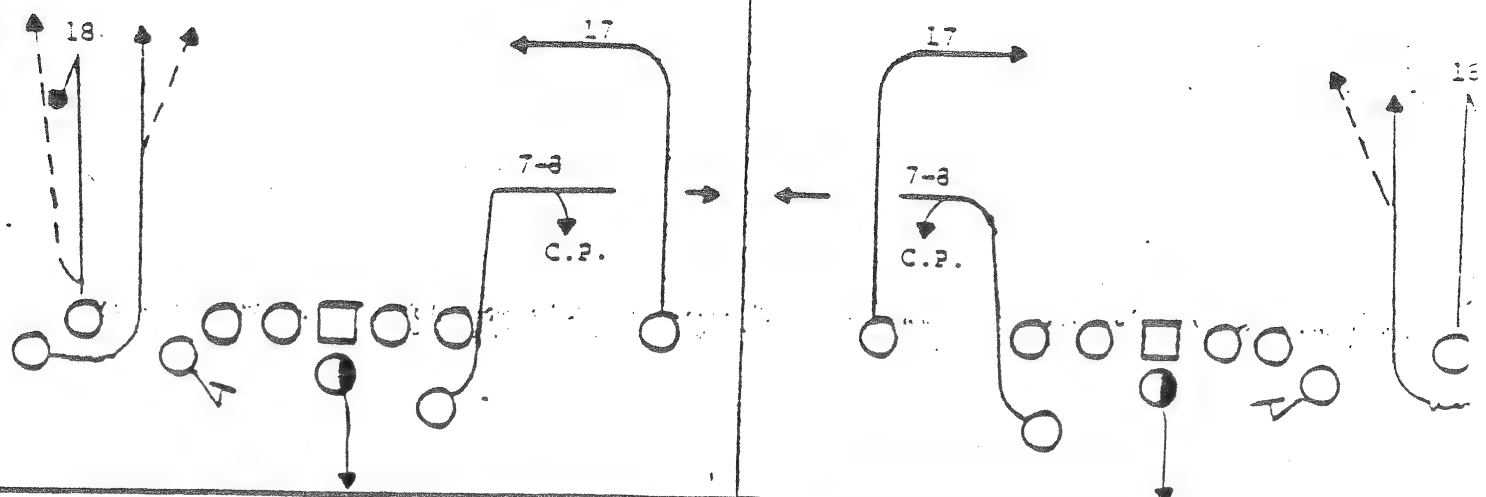
Z - Run 18 CB - CP

Y - Block Backer - N.T. - Triangle

COMMENTS:

FORMATIONS:



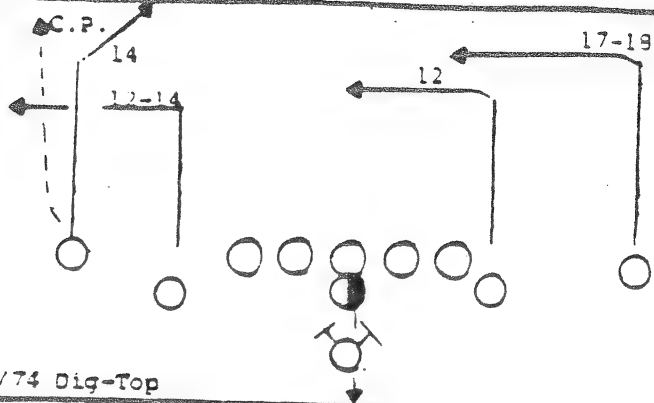


- QB - 7 Step Drop - Refer Read Sheet
- B - Run 7-8 yard Flat/Stop CP
- W - Half Fly - Run Seam Read
- X - Run 17-18 yard In Cut
- Z - Run 18 CB - CP
- Y - Block Backer - N.T. - Triangle

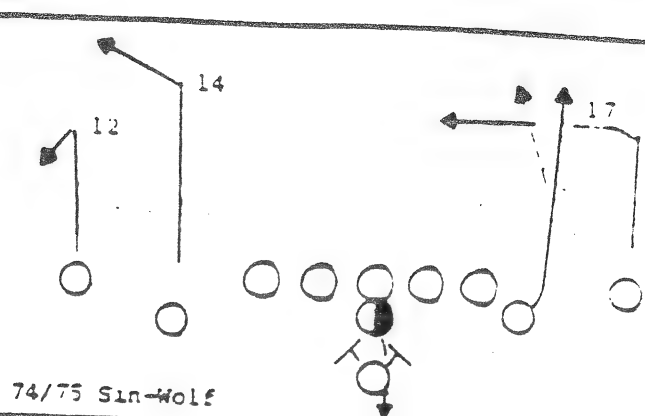
COMMENTS:

FORMATIONS:

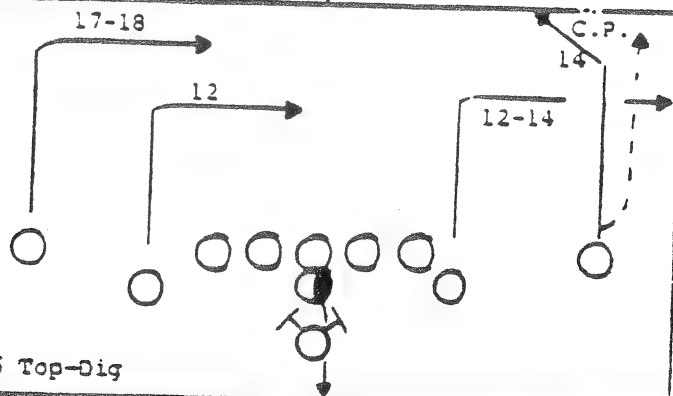
74-75 SUB COMBINATIONS



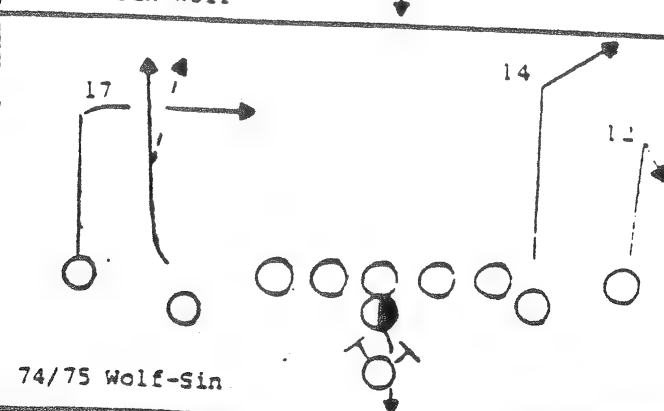
74/74 Dig-Top



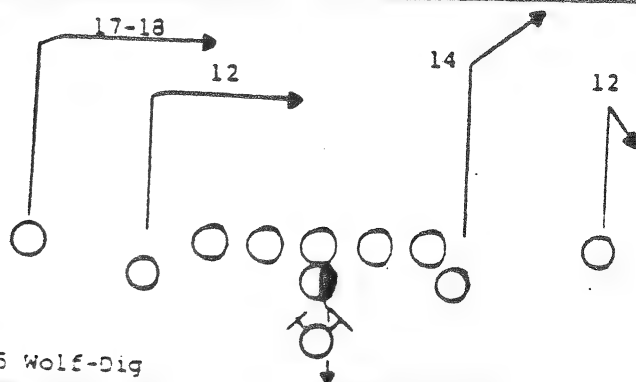
74/75 Sin-Wolf



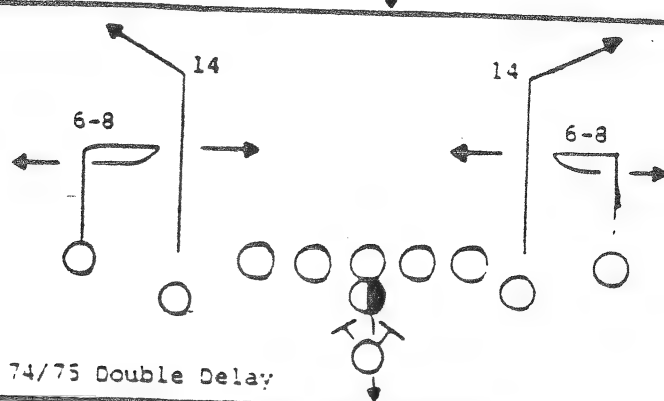
74-75 Top-Dig



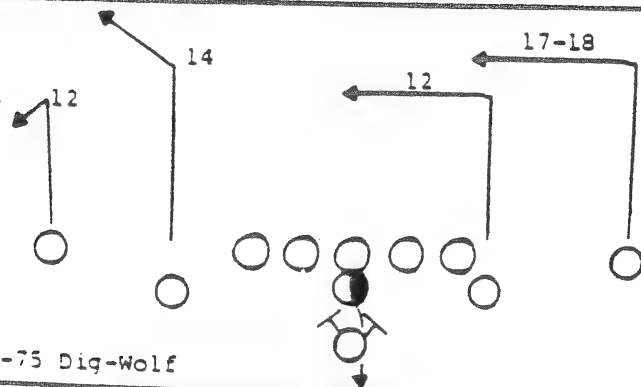
74/75 Wolf-Sin



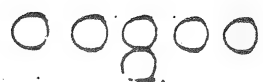
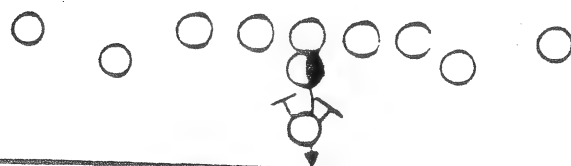
74-75 Wolf-Dig



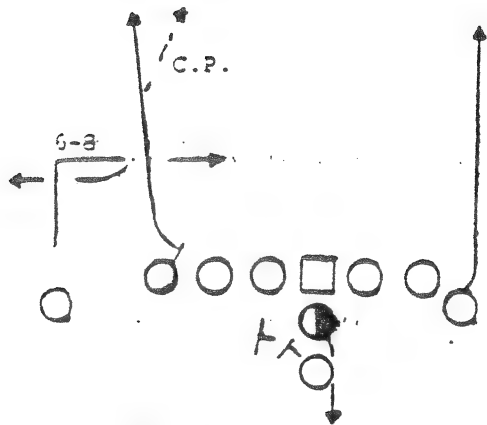
74/75 Double Delay



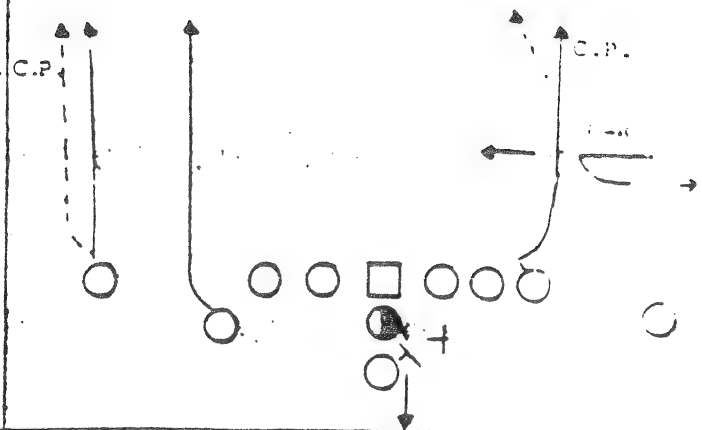
74-75 Dig-Wolf



75 Double Seam



74 Double Seam



QB -

7 Step Drop - Refer Read Sheet

FB -

Dual Mike to Sam N.T. Triangle

HB -

Free Release - Run Seam Pattern

X -

Run Go C.P.

Z

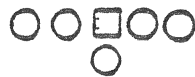
Run 6-8 yds. - Delay Read

Y -

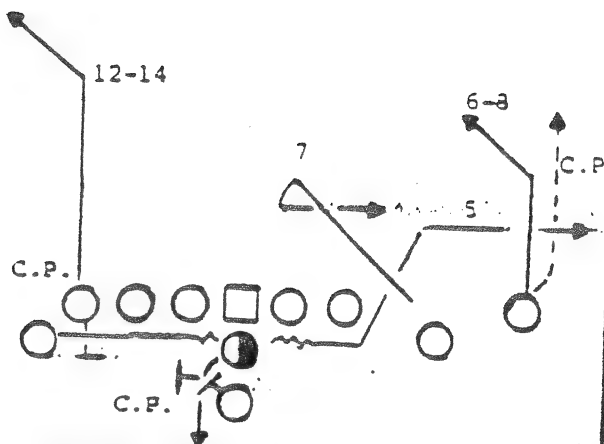
Inside Release - Run Seam Read

COMMENTS:

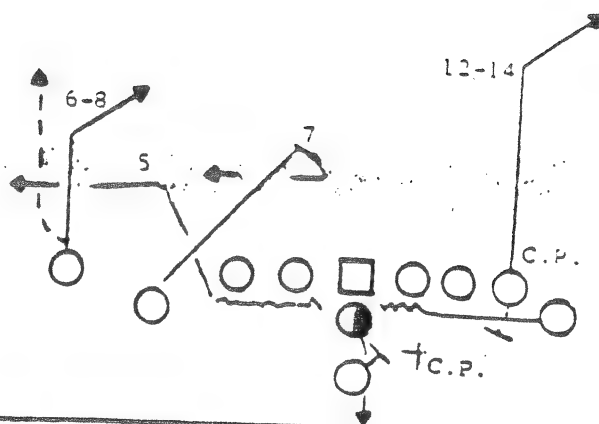
FORMATIONS:



75 PICK OUT (Slow)



74 PICK OUT (Slow)



QB -

7 Step Drop - Refer Read Sheet

FB -

Dual Mike to Sam. N.T. Triangle (C.P. Slow)

HB -

Free Release Fly Run 4 yard Flat Route

X -

Run 6 to 8 yard Slant C.P.

Y -

Run 7 yard Delay Out

Y -

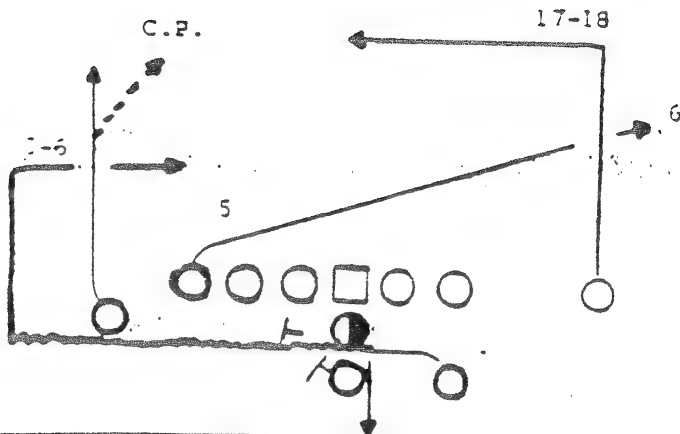
Run 12 to 14 yard Flag C.P. (Slow)

COMMENTS:

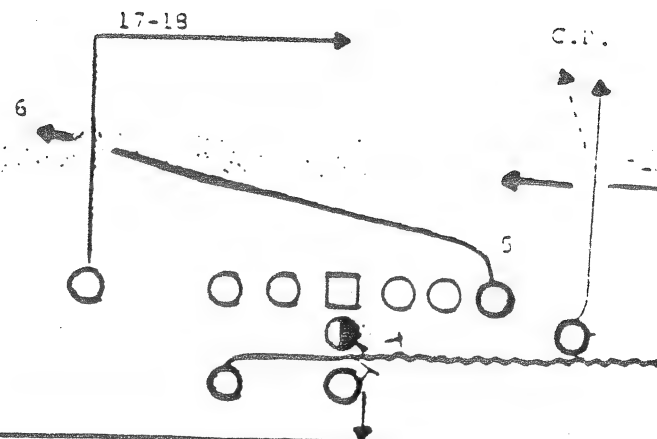
FORMATIONS:



75 X-IN



74 X-IN



QB - 7 Step Drop - Refer Read Sheet

FB - Dual Mike to Sam N.T. Triangle

HB - Free Release Motion 5 to 6 yard Crossing Route

X - 17 to 18 yard In Cut

Z - Seam Read C.P. Split

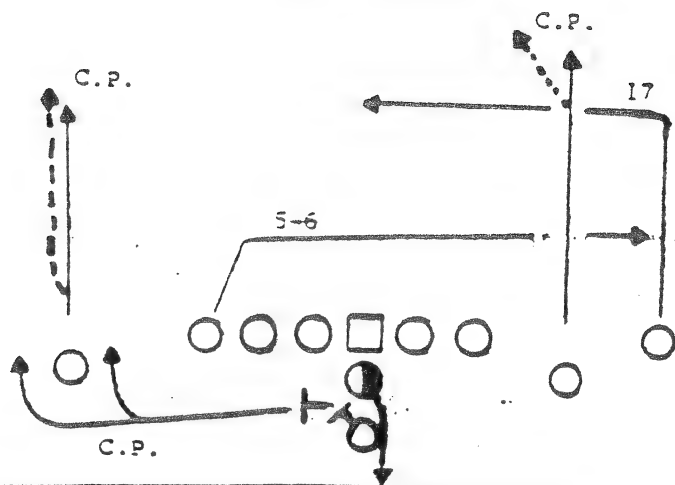
Y - 5 to 6 yard Crossing Route

COMMENTS:

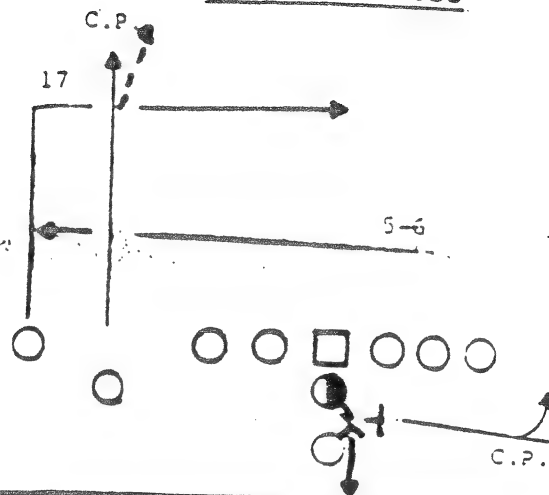
FORMATIONS:



75 SIN Y-CROSS



74 SIN Y-CROSS



QB -

7 Step Drop - Refer Read Sheet

FB -

Dual Mike to Sam - N.T. Run Wide Read C.P.

HB -

Free Release Run Go C.P.

X -

Run 17 yard In Cut

Z -

Run Seam Read C.P.

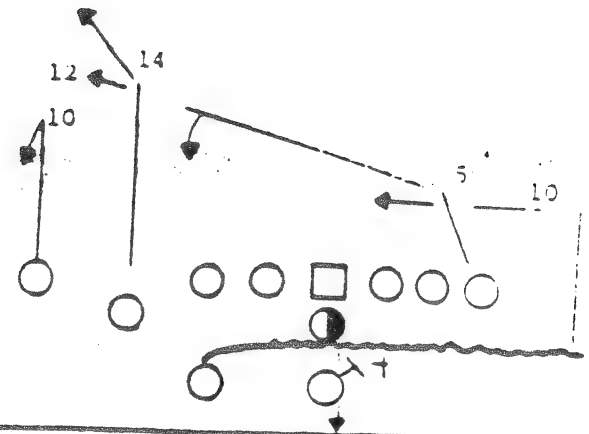
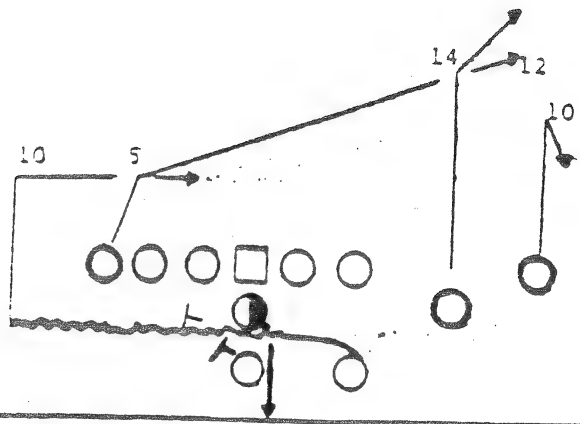
Y -

Run 5 to 6 yard Crossing Route

COMMENTS:

FORMATIONS:





QB - 7 Step Drop - Refer Read Sheet

FB - Dual Mike to Sam N.T. Triangle

HB - Motion Free Release 10 yard Cross Route

X - 10 yard Comeback

Z - 14 yard Flag Route

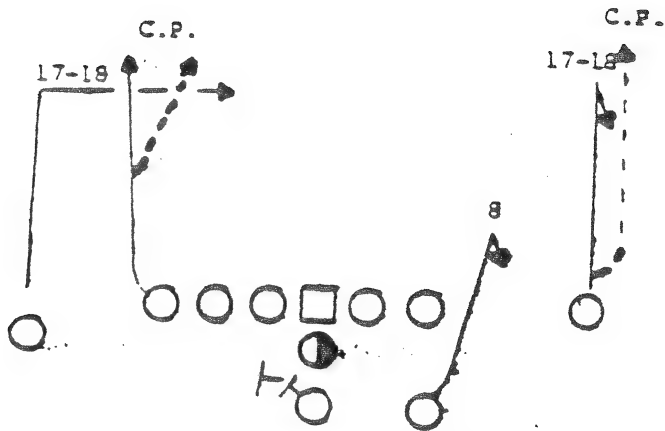
Y - 5 to 12 yard Crossing Route

COMMENTS:

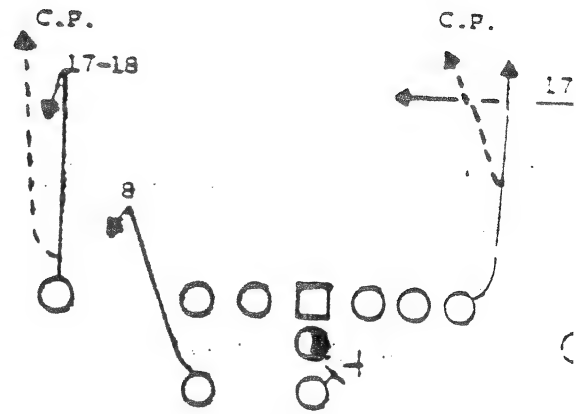
FORMATIONS:



75 COMEBACK



74 COMEBACK



QB - 7 Step Drop - Refer Read Sheet

FB - Dual Mike to Sam N.T. Triangle

HB - Free Release - 8 yard Stop Route

X - 17 - 18 yard Comeback C.P.

Z - 17 - 18 yard In Cut

Y - Seam Read C.P.

COMMENTS:

FORMATIONS:

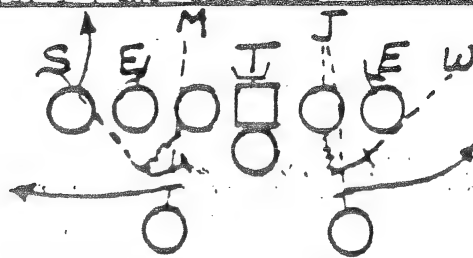


80 SERIES PROTECTION

Formation Left
Vs. 3-4 and Variations

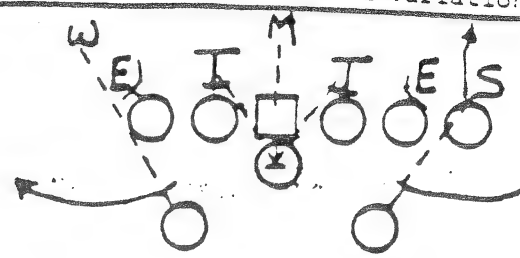
Formation Right
Vs. 4-3 and Variations

3-4

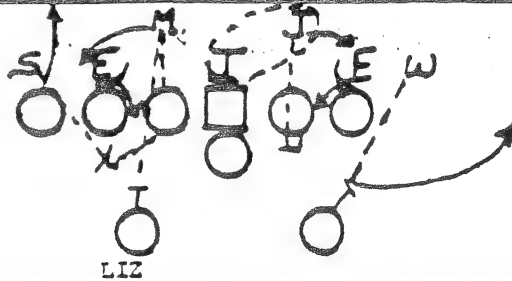


SCAN (G to TE Help C)

4-3

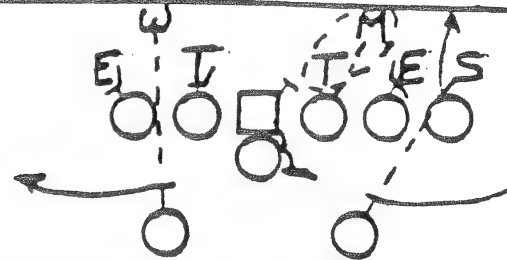


3-4 RIP



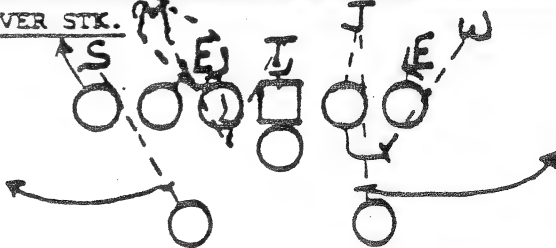
LIZ

4-4



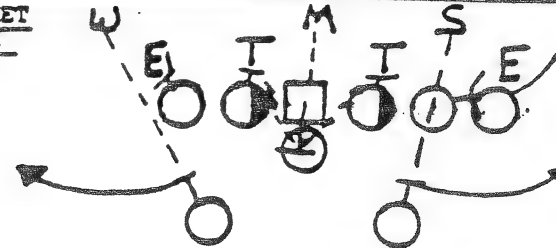
RAY

3-4 OVER STK.

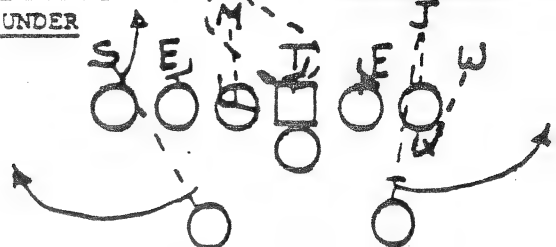


RIP

OFFSET
OVER



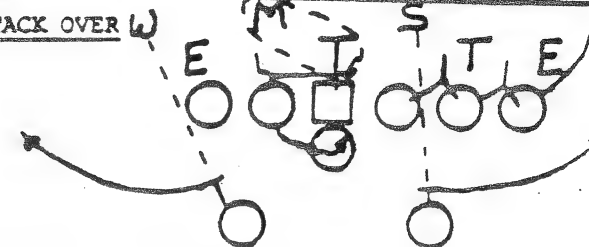
3-4 UNDER



RIP

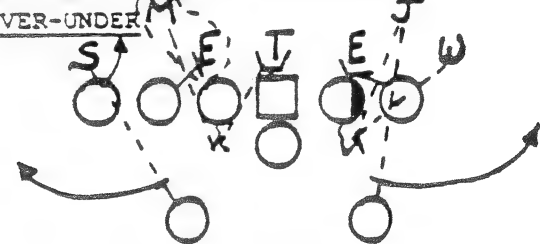
(T Scan)

STACK OVER W



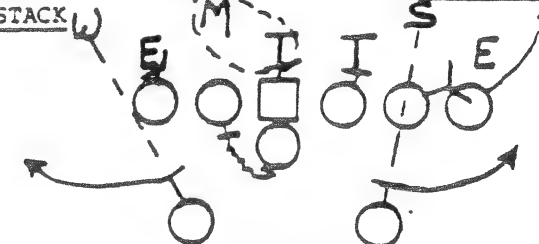
FAN

3-4 OVER-UNDER

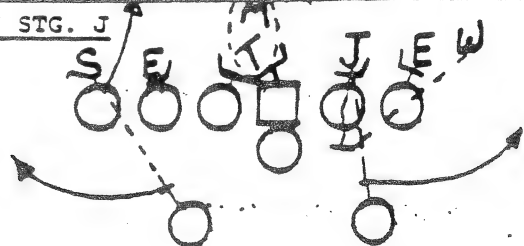


RIP (G Scan)

OVER STACK W



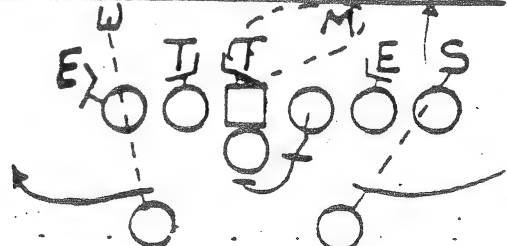
3-4 N STG. J



RIP

"AREA" CALL

UNDER

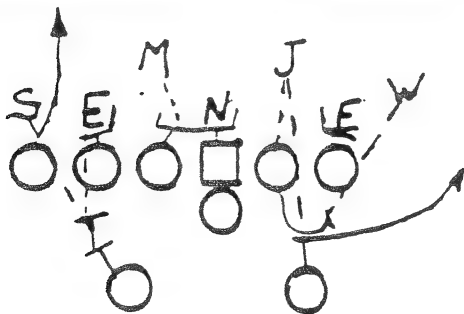


80 SERIES PROTECTION (Flare Control)

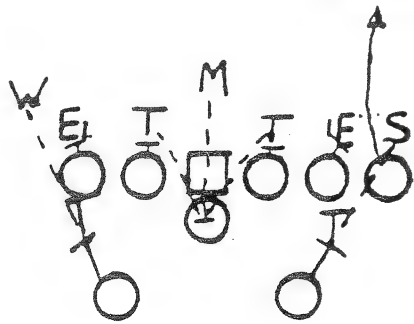
80 Pass Protection - Flare Control with both backs picking up blitzing OLB's to their respective sides. Uncovered lineman picks up blitzing Mike.

- A. If OLB's do not blitz, and no variation is called, backs will continue on designated patterns. (CP: Alert for WS, SS Blitz).
- B. Vs. Sub defenses, backs have blitzers. Uncovered Lineman is free.
- C. If we want to change the assignments of backs, we will add a Tag to the call.

VARIATIONS OF BACKS ASSIGNMENTS



"F BUTT"

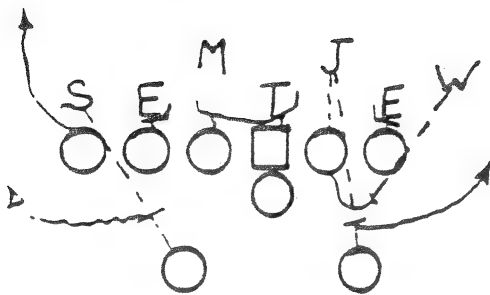


"BACKS BUTT"

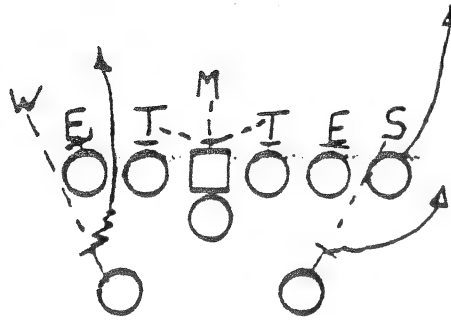
BACKS BUTT

(A Variation of Stay)

Backs will check Blitz pick-up - No Blitz, back will work outside and Butt DE above the waist.



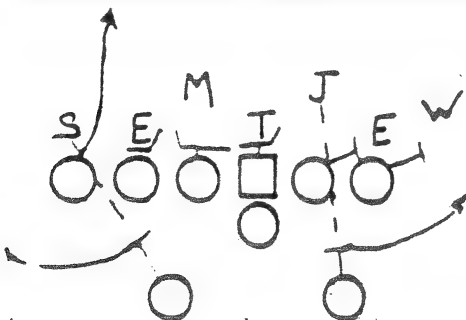
"F CHECK"



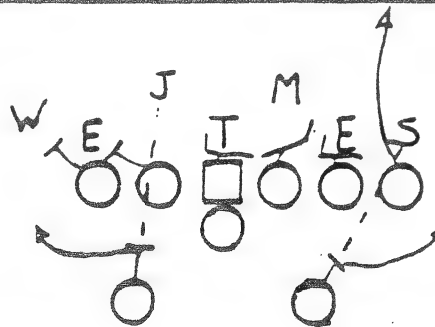
"BACKS CHECK"

BACKS CHECK

Backs will check Blitz pick-up - No Blitz, they will run a Wide, M, or Check Tag after a count delay.



"FAN RT"

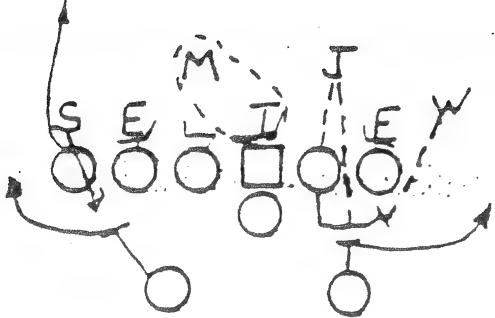
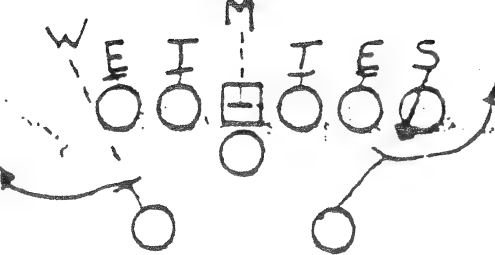
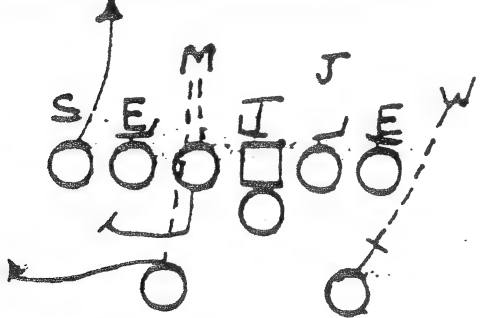
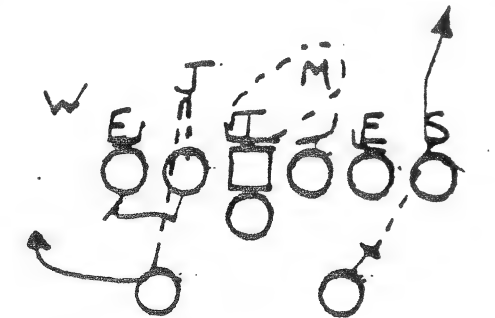
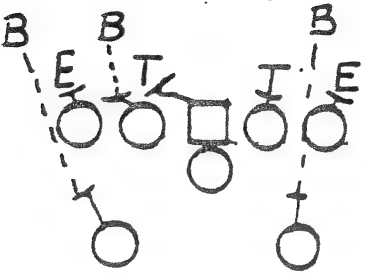
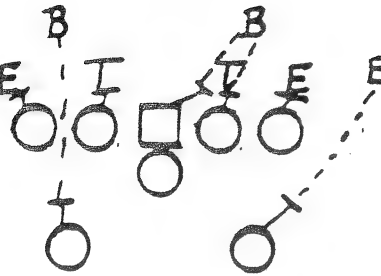
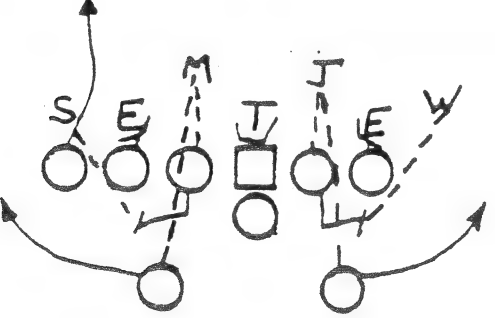
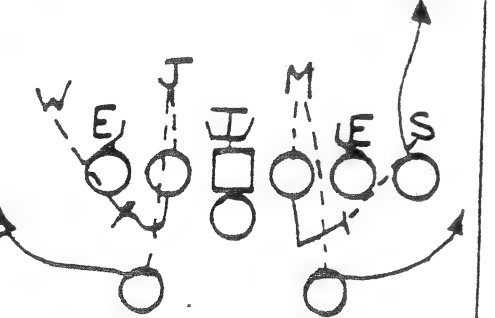


"FAN LEFT"

FAN

Back to side of Fan will take inside LB. and Tackle to side of Fan will take LB. and TE.

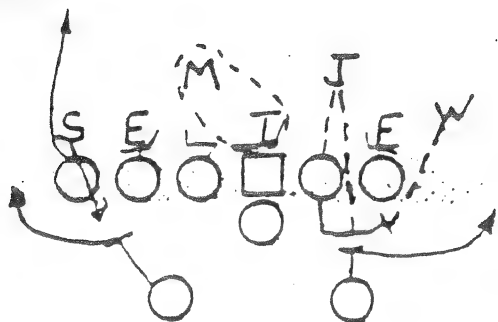
VARIATIONS OF BACKS ASSIGNMENTS

 <p>"F FIRE"</p>	 <p>"F FIRE"</p>	<p><u>BACKS FIRE</u></p> <p>Backs "pop" respectively blitz pick-up, then release into checkdown and immediately alert for ball.</p>
 <p>"LIZ"</p>	 <p>"LIZ"</p>	<p><u>RIP or LIZ</u></p> <p>(Used only vs. a 3-4 defer)</p> <p>Back to side of call will have pick-up if both backers come. If only one backer comes, release into pattern. Guard to side of call will have dual pick-up on backers his side.</p>
 <p>"LOUIE"</p>	 <p>"ROGER"</p>	<p><u>ROGER or LOUIE</u></p> <p>(Used vs. Sub defense)</p> <p>Vs. Sub defenses normally uncovered lineman has no blitz pick-up. On call of Roger or Louie, uncovered lineman has 1st blitzer to side of call. Back to that side has <u>second</u> blitzer.</p>
 <p>"SCAN"</p>	 <p>"SCAN"</p>	<p><u>SCAN</u></p> <p>(Used vs. a 3-4 defense only)</p> <p>Both backs will have pick-up only if <u>both</u> backers to their respective sides come. If only one comes, they will release into pattern. Guards will have dual pick-up on backers to their sides.</p> <p>NOTE - All 30 Passes without a Tag will be "SCAN"</p>

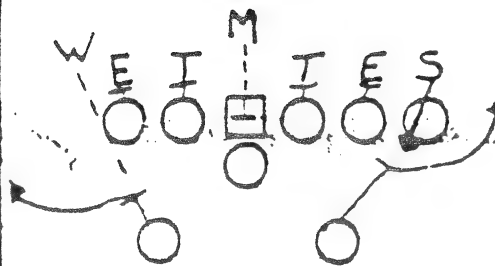
VARIATIONS OF BACKS ASSIGNMENTS

BACKS FIRE

Backs "pop" respectively Blitz pick-up, then release into checkdown and immediately alert for ball.



"F FIRE"

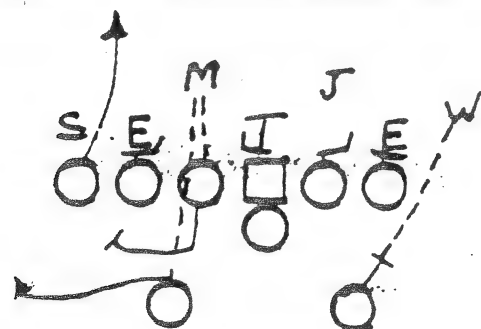


"F FIRE"

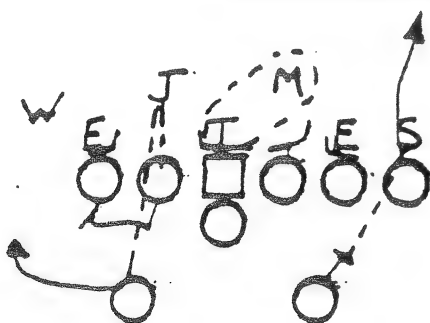
RIP or LIZ

(Used only vs. a 3-4 defense)

Back to side of call will have pick-up if both backers come. If only one backer comes, release into pattern. Guard to side of call will have dual pick-up on backers his side.



"LIZ"

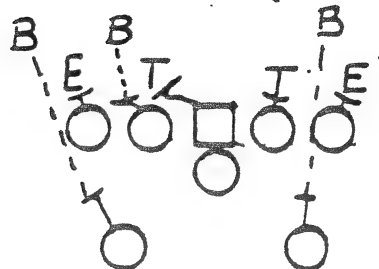


"LIZ"

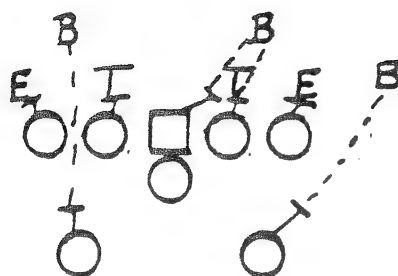
ROGER or LOUIE

(Used vs. Sub defense)

Vs. Sub defenses normally uncovered lineman has no blitz pick-up. On call of Roger or Louie, uncovered lineman has 1st blitz to side of call. Back to that side has second blitz.



"LOUIE"

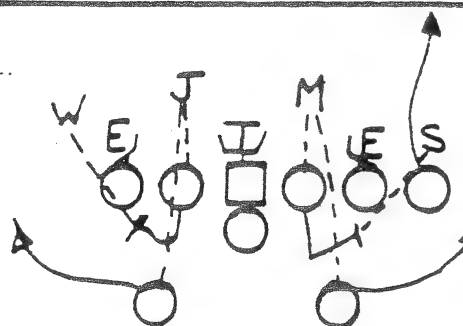
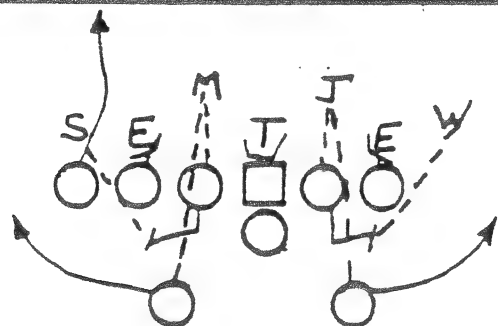


"ROGER"

SCAN

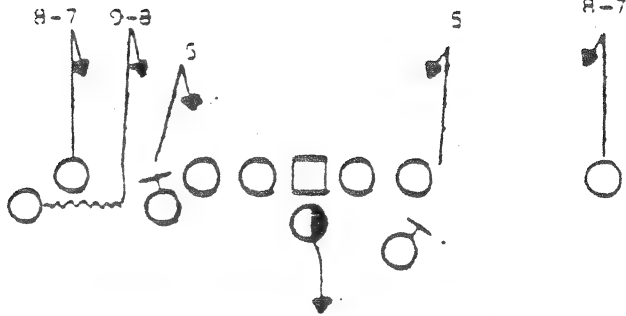
(Used vs. a 3-4 defense only)

Both backs will have pick-up only if both backers to their respect sides come. If only one comes, they will release into pattern. Guards will have dual pick-up on backers to their sides.

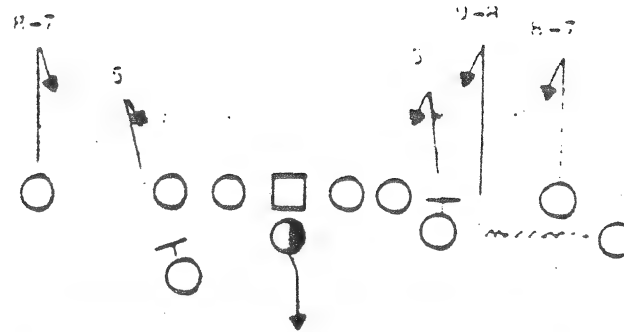


NOTE - All 30 Passes without a Tag will be "SCAN"

85 SEMI HITCH



84 SEMI HITCH



QB -

5 Step Drop - Refer Read Sheet

B -

Block Backer - N.T. - Run 5 yard Stop - Alert calls Roger, Louie, Stay

W -

Half Fly - Run 9-8 yard Hitch

X -

Run 8-7 yard Hitch

2

Run 8-7 yard Hitch

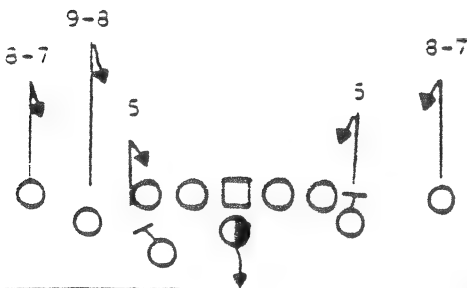
Y -

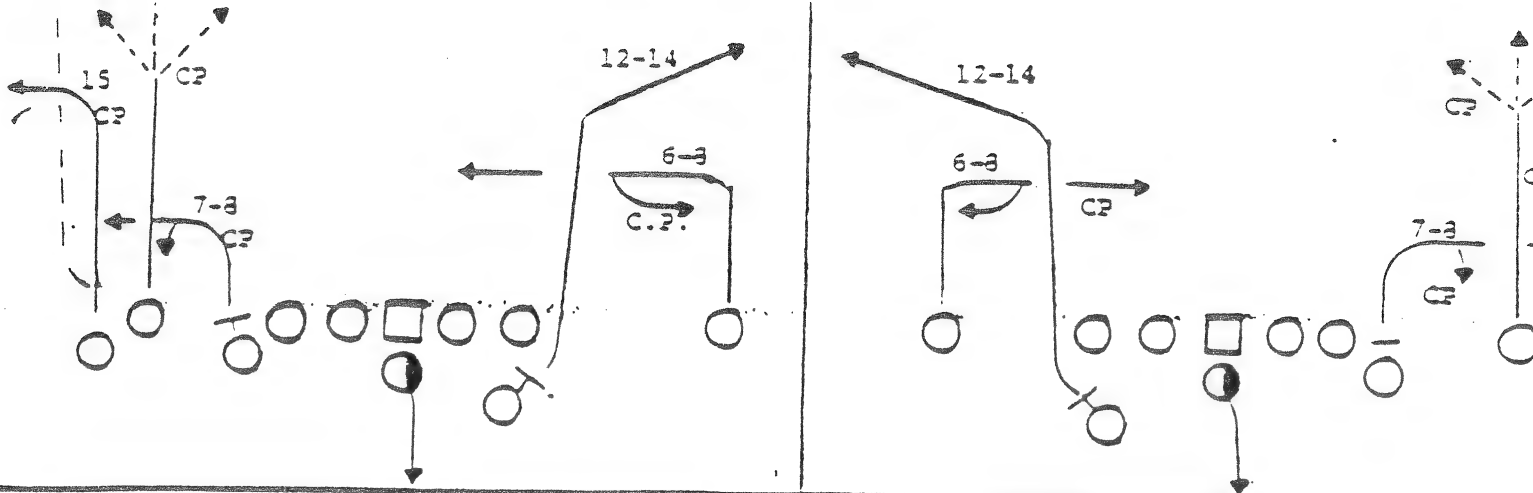
Block Backer - N.T. - Run 5 yard Stop - Alert calls Roger, Louie, Stay

COMMENTS:

FORMATIONS:

HR - 84 Semi Hitch





OB - 7 Step drop - Refer Read Sheet

B - Block Backer - NT. - Run 12-14 yard Flag - CP: Alert Roger, Louie, St

W - Run 15 yard Out/Fade CP

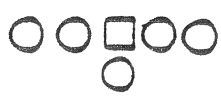
X - Run 6-8 yard Delay Read

7 - Run Seam Coverage Read

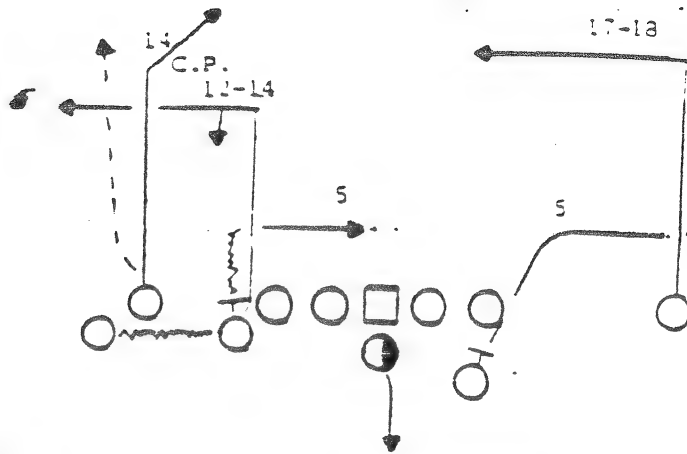
Y - Block Backer - N.T. - Run Y Hook Read - CP: Alert Roger, Louie, Stay

COMMENTS:

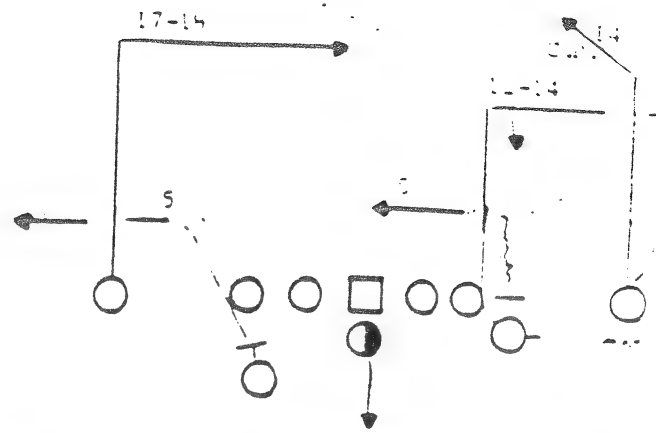
FORMATIONS:



85 Y-SNEAK



84 Y-SNEAK



QB - 7 Step Drop - Refer Read Sheet

B - Block Backer - N.T. Run 5 yard Flat - C.P. - Alert Roger, Louie, Stay

W - Half Fly - Run 12-14 yard Out C.P.

X - Run 17-18 yard In

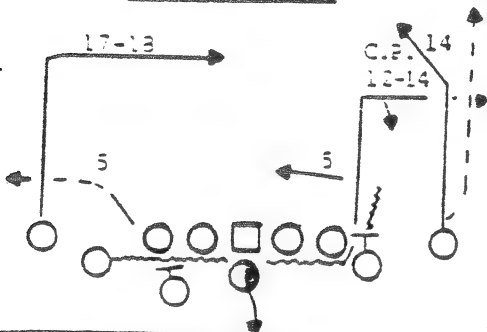
Z - Run 14 yard ZID C.P.

Y - Block Backer - N.T. Run Sneak Strong - C.P. - Alert Roger, Louie, Stay

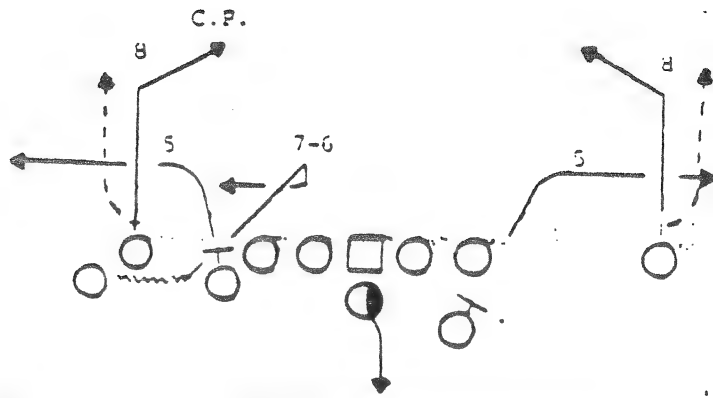
COMMENTS:

FORMATIONS:

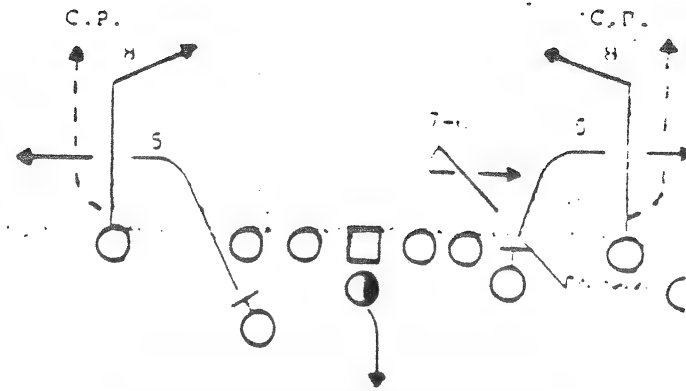
HR- 84 Y-Sneak



85 PICK OUT



84 PICK OUT



QB -

7 Step Drop - Refer Read Sheet

B -

Block Backer - N.T. - Run 5 yard Flat - Alert calls Roger, Louie, Stay

W -

Half Fly - Run 6-7 yard Delay Out

X -

Run 8 yard Slant C.P.

2

Run 8 yard Slant C.P.

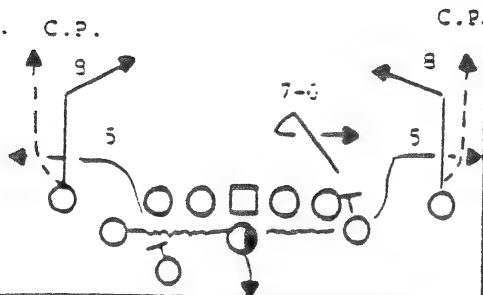
Y -

Block Backer - N.T. - Run 5 yard Flat - Alert calls Roger, Louie, Stay

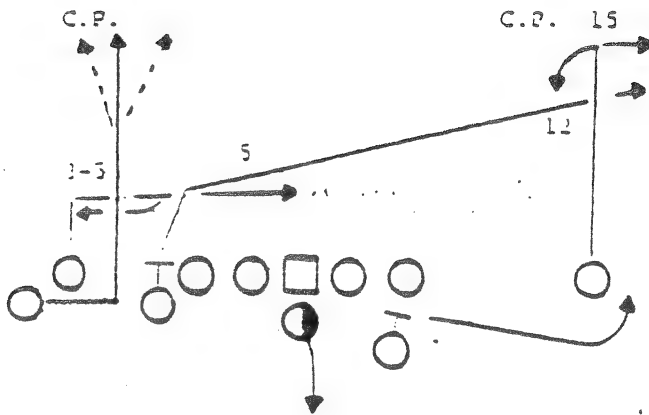
COMMENTS:

FORMATIONS:

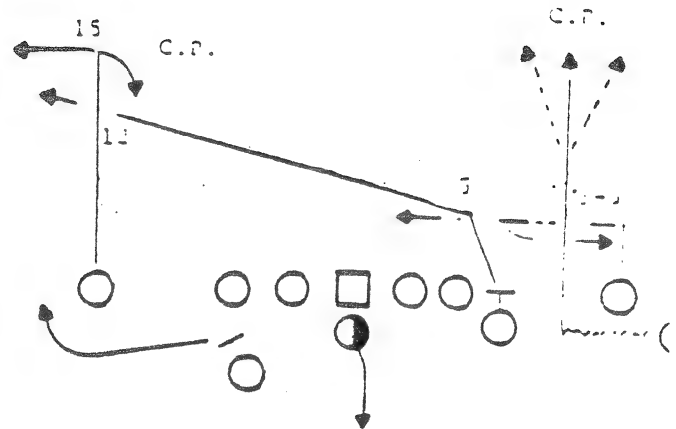
HR-WM - 34 Pick Out



83 Z-SMASH - READ



82 Z-SMASH - READ



QB - 7 Step Drop - Refer Read Sheet

B - Block Backer - N.T. Run Wide - C.P. - Alert Roger, Louie, Stay

H - Half Fly - Run Seam Coverage Read

X - Run 15 yard Out/Curl C.P.

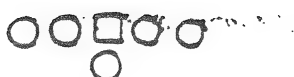
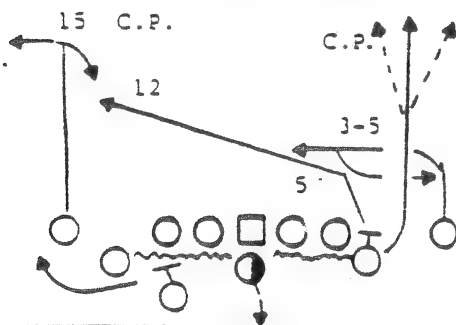
Z - Run Smash Read

Y - Block Backer - N.T. Run 5-12 Cross - C.P. - Alert Roger, Louie, Stay

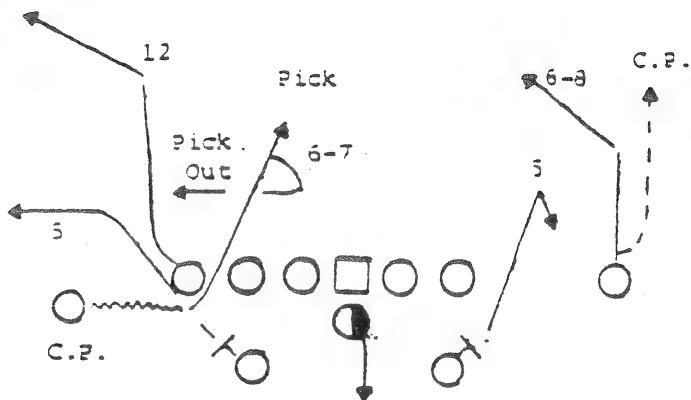
COMMENTS:

FORMATIONS:

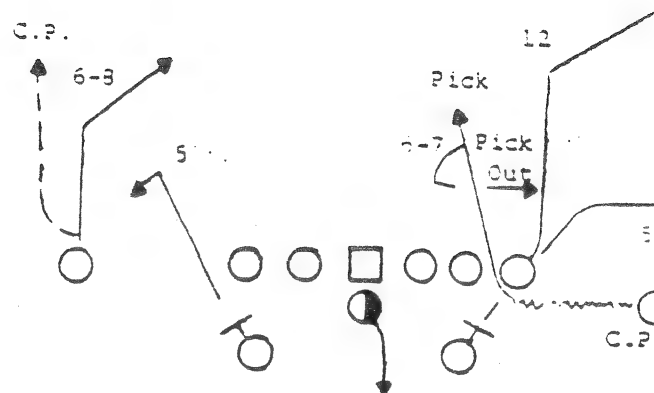
HR - 82 Z-Smash - Read



84 SEMI PICK/PICK OUT



94 SEMI PICK/PICK OUT



OB -

5 Step Drop - Refer Read Sheet

FB -

Check Sam - N.T. Run 5 yard Flat - C.P. - Alert Rip/Liz

HB -

Check Will - N.T. Run 5 yard Stop - C.P. - Alert Rip/LIZ

X -

Run 8 yard Slant C.P.

Z -

Half Fly - Run Pick/Pick Out C.P.

Y -

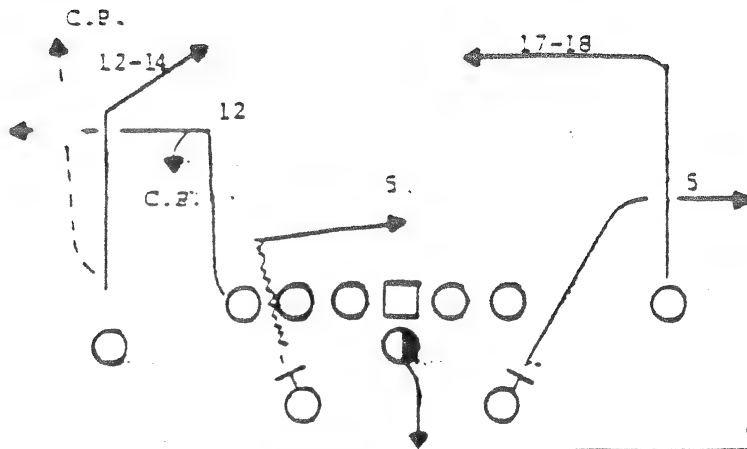
Outside Release - Run 12 yard Flag

COMMENTS:

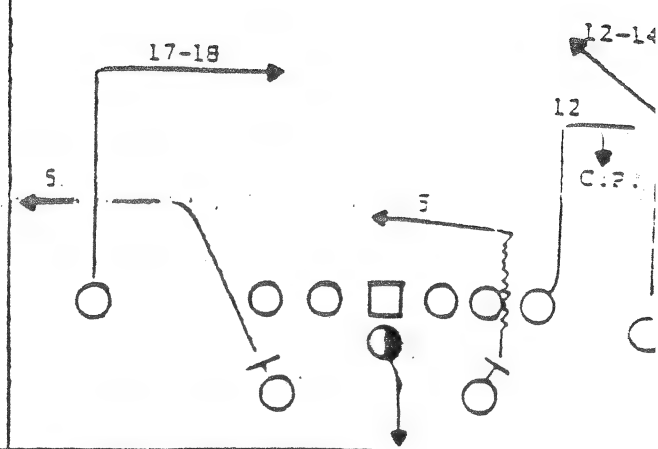
FORMATIONS:



85 F-SNEAK



84 F-SNEAK



QB -

7 Step Drop - Refer Read Sheet

FB -

Check Sam - N.T. Run Sneak Weak - C.P. - Alert Rip/Liz

HB -

Check Will - N.T. Run 5 yard Flat - C.P. - Alert Rip/Liz

X -

Run 17 to 18 yard In Cut

Z -

Run 12-14 yard ZID C.P.

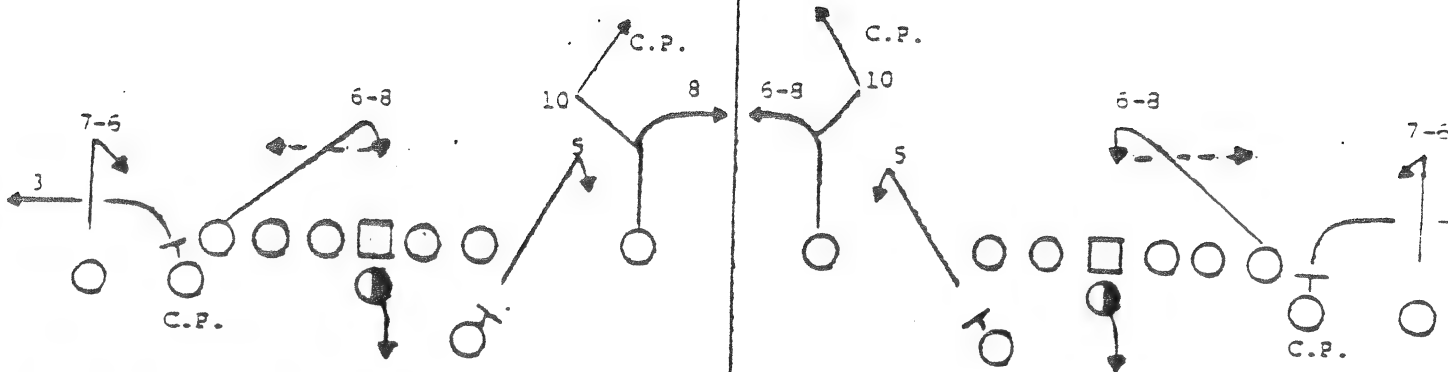
Y -

Outside Release - Run 12 yard Out Cut C.P.

COMMENTS:

FORMATIONS:



QB -

5 Step Drop - Refer Read Sheet

FB -

Check Sam - N.T. Run 3 yard Flat - C.P. - Alert Rip/Liz

HB -

Check Will - N.T. Run 5 yard Stop - C.P. - Alert Rip/Liz

X -

Run 6 to 8 yard Out / Slant K C.P.

Z

Run 7-6 Hitch

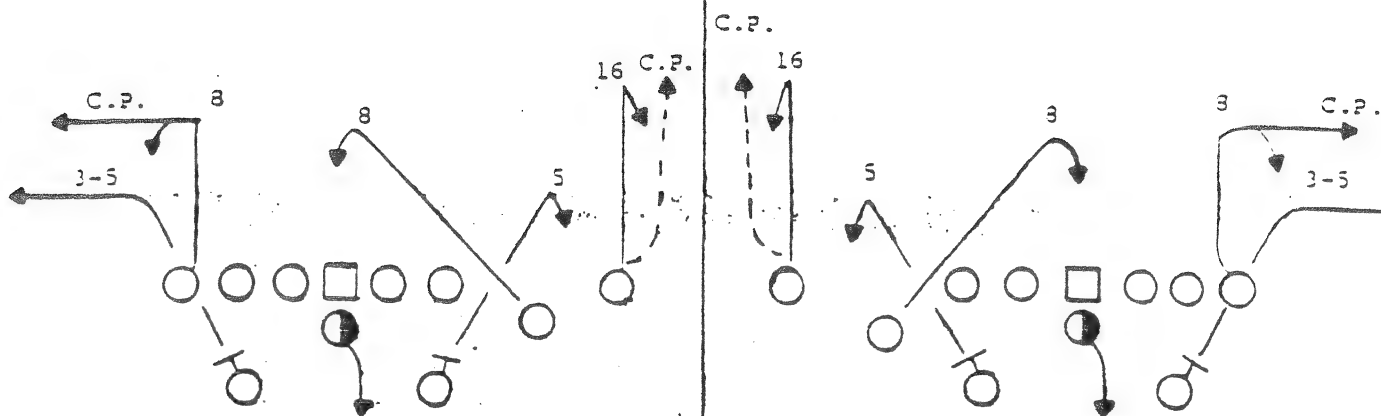
Y -

Run 6 to 8 yard Curl over ball - N.T. Work Strong

COMMENTS:FORMATIONS:

83 SEMI Y- HOOK

82 SEMI Y-HOOK



OB - 5 Step Drop - Refer Read Sheet

FB - Check Sam - N.T. Run 3-5 yard Flat - C.P. - Alert Rip/Liz

HB - Check Will - N.T. Run 5 yard Stop - C.P. - Alert Rip/Liz

X - Run 16 yard Comeback C.P.

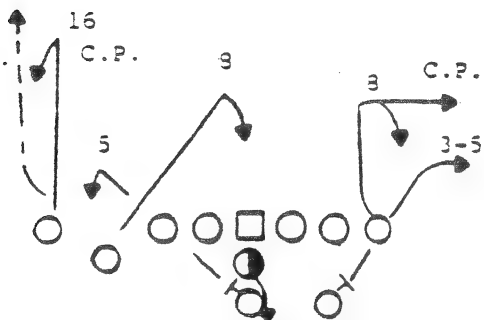
Z - Run 8 yard Curl over ball

Y - Inside Release - Run 8 yard Out C.P.

COMMENTS:

FORMATIONS:

85 - 82 Semi Y-Hook



90 SERIES PROTECTION

90-91 Pass Protection - Will be our Quick Pass Protection with the QB taking a 3 or 3 plus quick 2 steps and releasing the ball. Flare control has the HB and FB with pick-up on their respective outside LB's. If their LB's do not blitz, they execute designated patterns. The line blocks solid and takes their assigned rushers on or near the LOS.

90-91 Slow Protection - Y now has pick-up on outside LB to his side. FB has SS. Otherwise protection is the same as 90-91. (CP: On T must area block with Y).

94-95 Protection - Same protection as 90-91.

In certain formations Y replaces the FB. He must tell his tackle that an "area" situation exists.

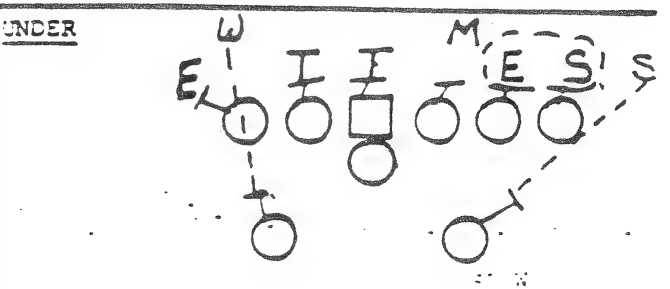
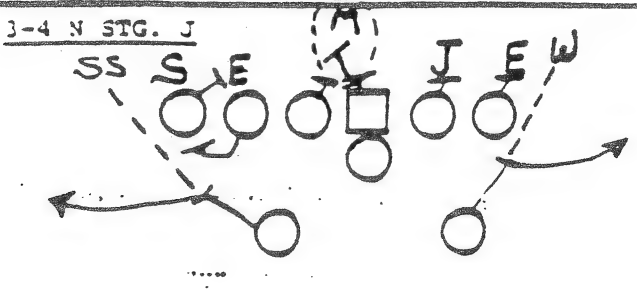
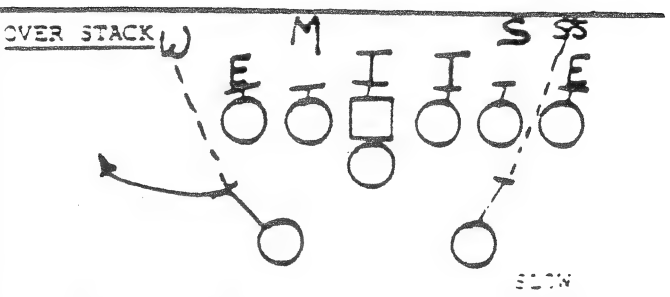
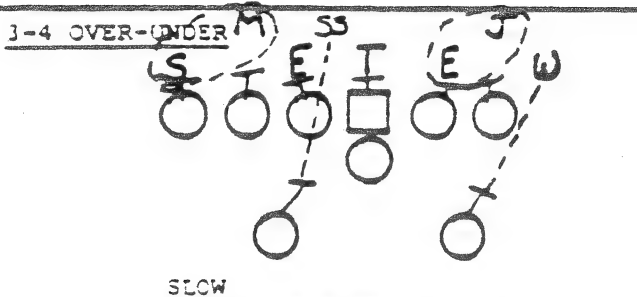
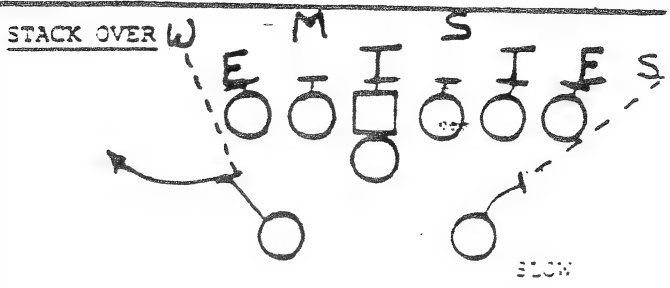
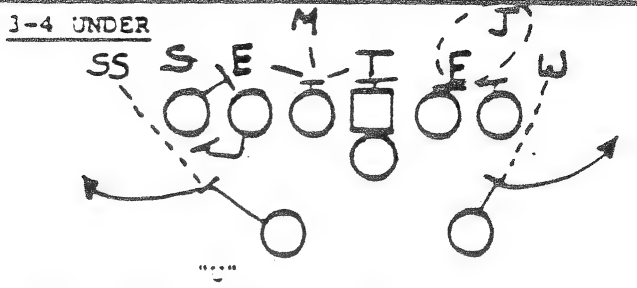
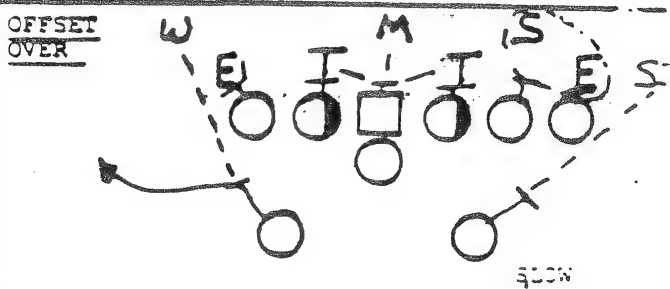
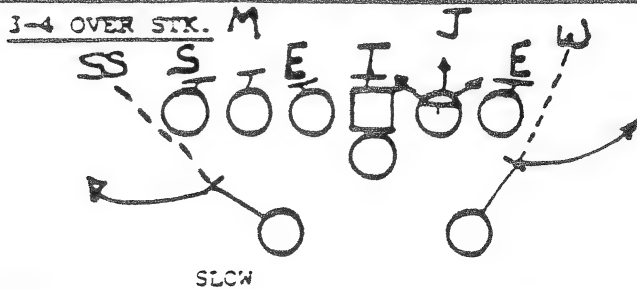
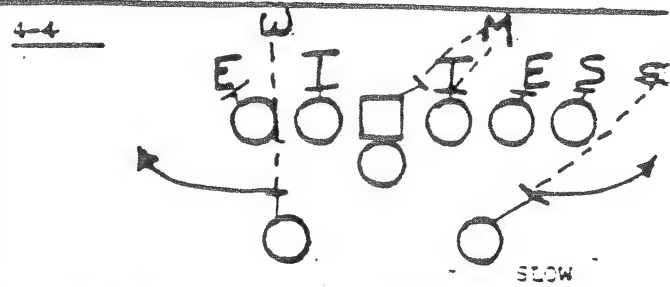
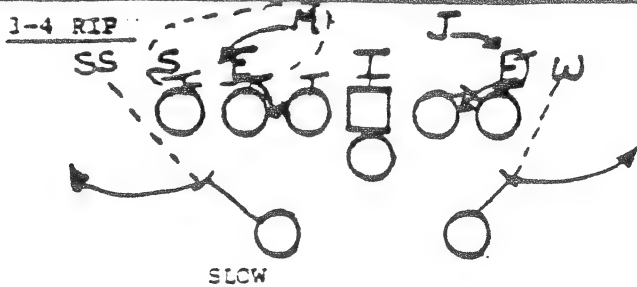
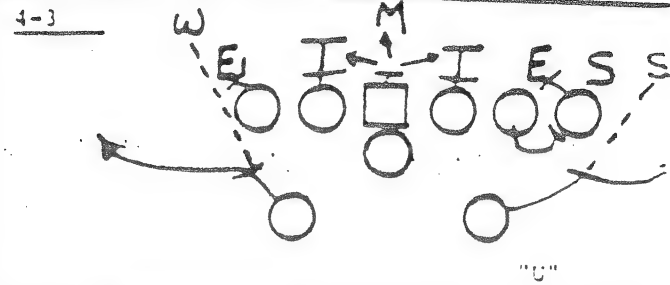
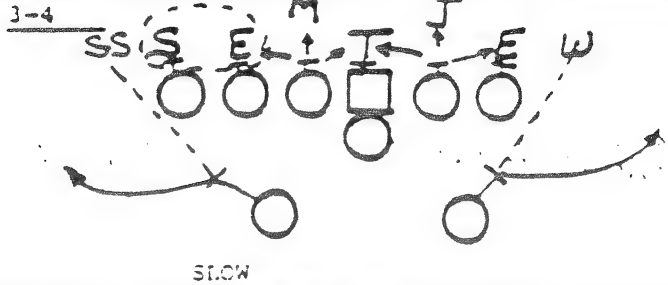
A "U" is often appropriate when the Y is slow or in an "area" situation with the On T. The Y and the On T exchange assignments.

"Fire" - a call for H or F. Pop assigned blitzer then release into checkdown and be immediately alert for ball.

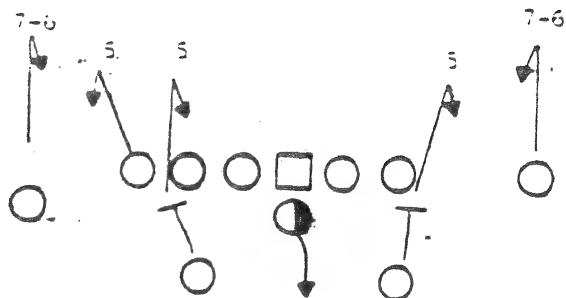
90 SERIES PROTECTION

Formation Left
Slow and U vs. 3-4 and Variations

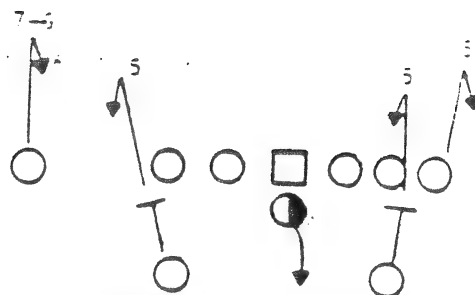
Formation Right
Slow and U vs. 4-3 and Variations



91 HITCH



90 HITCH



QB -

3 Step Drop - Refer Read Sheet

FB -

Check Sam - N.T. Run 5 yard Check Down

HB -

Check Will - N.T. Run 5 yard Stop

X -

Run Hitch 7 yards back to 6

Z -

Run Hitch 7 yards back to 6

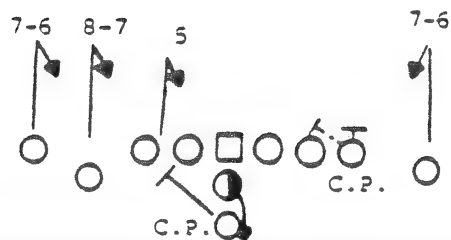
Y -

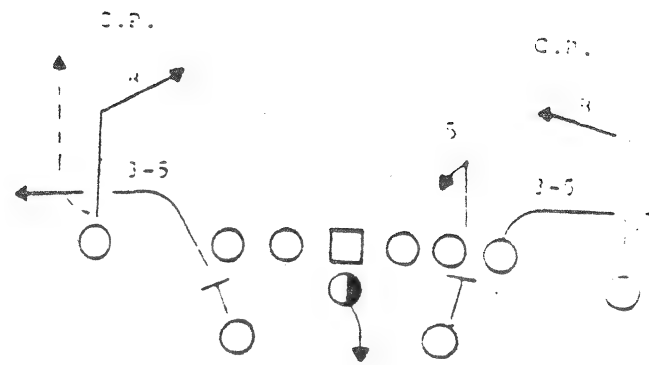
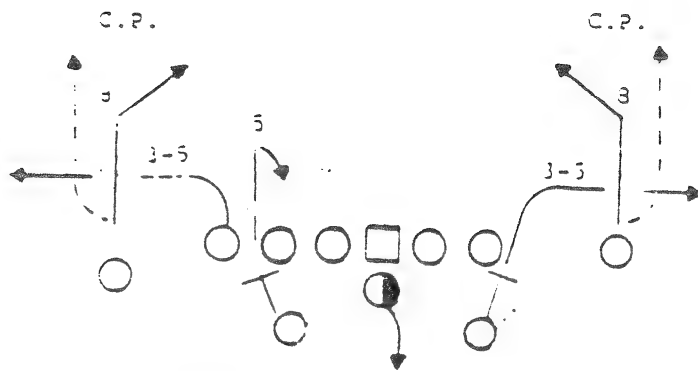
Run 5 yard Stop

COMMENTS:

FORMATIONS:

890 - 90 Hitch



QB -

3 Step Drop - Refer Read Sheet

FB -

Check Sam - N.T. Run 5 yard Check Down

HB -

Check Will - N.T. Run 3-5 yard Flat

X -

Run 8 yard Slant C.P.

Z

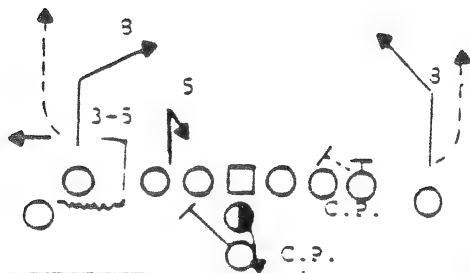
Run 8 yard Slant C.P.

Y -

Run 3-5 yard Flat

COMMENTS:FORMATIONS:

S Ov O-XHM - 94



READ SCREENS

A variation of drop back screens may be achieved by utilizing our various protections to get the H or F out wide quickly without pick up to receive the screen. The line will provide the screen and the receivers will run designated patterns. The quarterback will read the underneath coverage to decide whether to throw upfield or hit the screening back.

The following rules apply for 574:

QB - 7 step drop - read underneath coverage for proper receiver.
C.P. - Vs. Blitz.

Screening Back - Free release - Run quick wide route and turn back to QB to receive screen. C.P. - lateral field position.

Remaining Back - Regular 74 Protection.

Onside Tackle - Set quick & cut.
C.P. - Vs. 34.

Onside Guard - Covered - Slide technique with center
Uncovered - Will - No Blitz - Release Onside
C.P. - Vs. 34

Center - Uncovered - Slide technique with On Guard
Covered - Slide left technique with Off Guard
C.P. - Vs. 34

Off Guard - Covered - Pass - Pro DT
Uncovered - Slide LT technique with Center
C.P. - Vs. 34

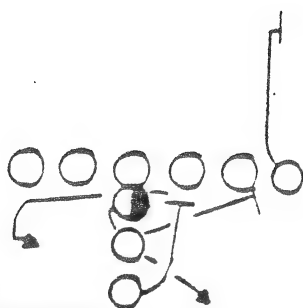
Off Tackle - Pass - Pro DE

Tight End - Run designated pattern - C.P. - Vs. Blitz

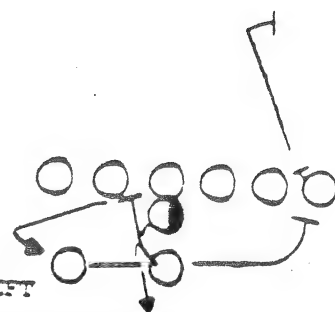
Wide Receivers - Run designated pattern

PLAY ACTION SCREENS

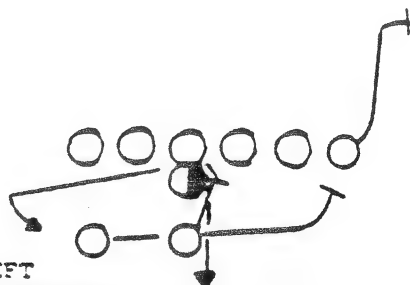
13



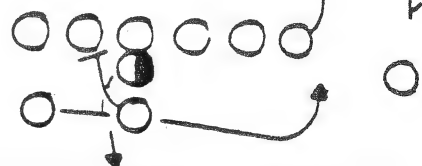
0 - SL-534 H LEFT



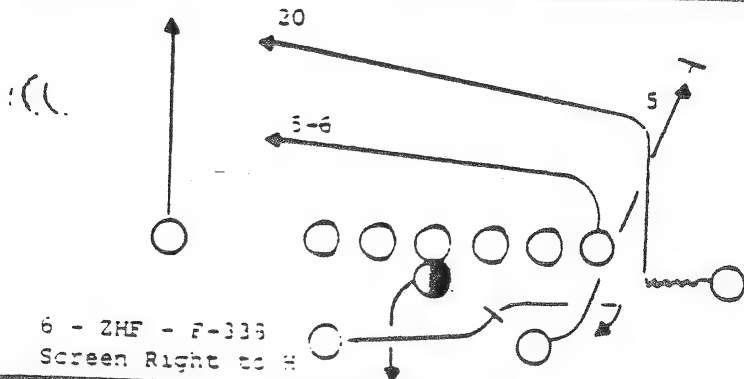
2 - P-538 H LEFT



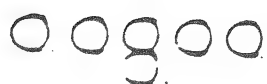
2 - R-538 F LEFT

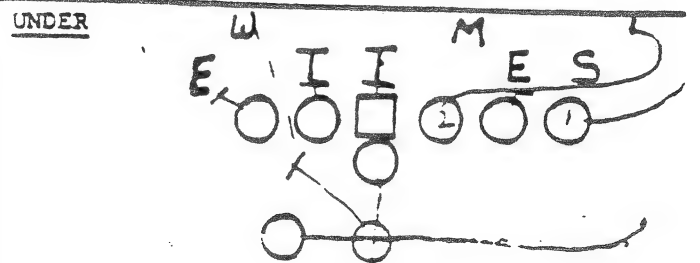
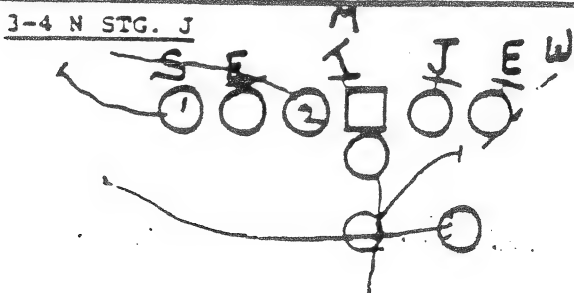
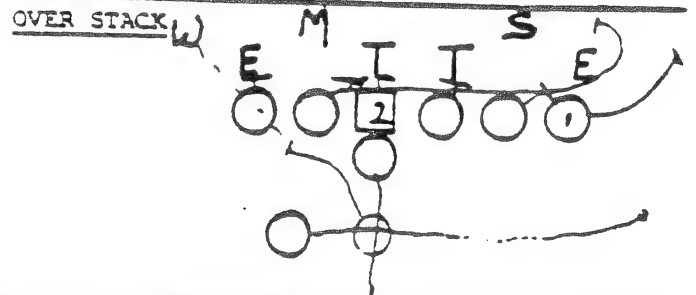
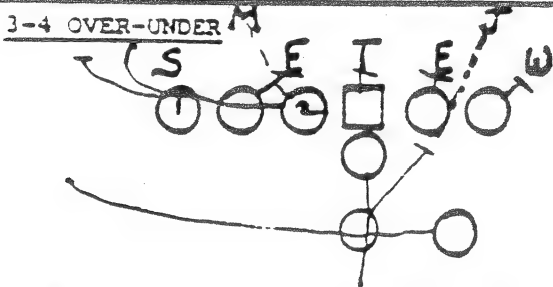
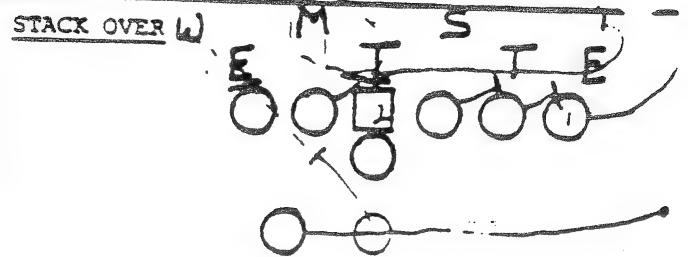
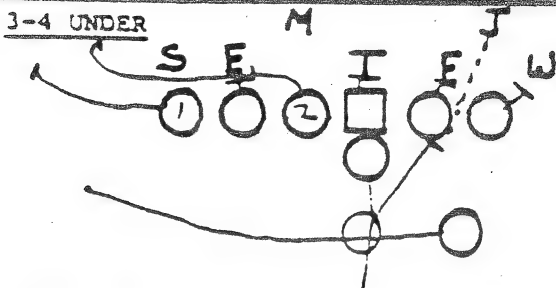
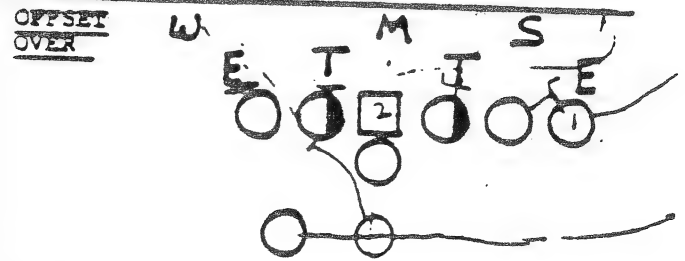
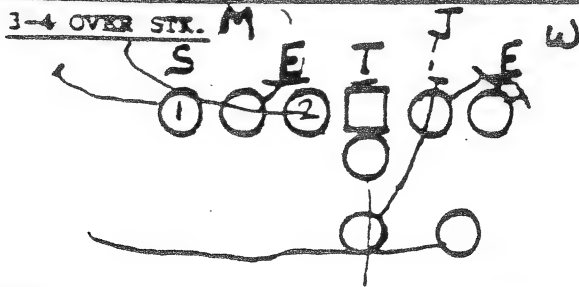
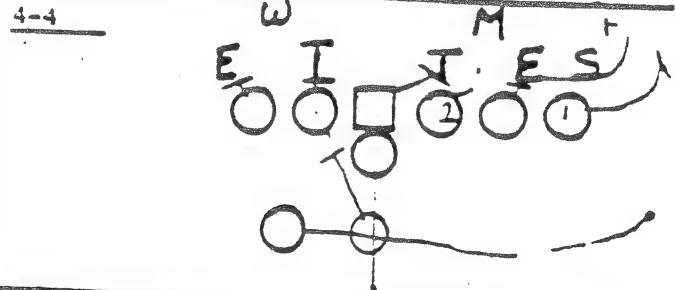
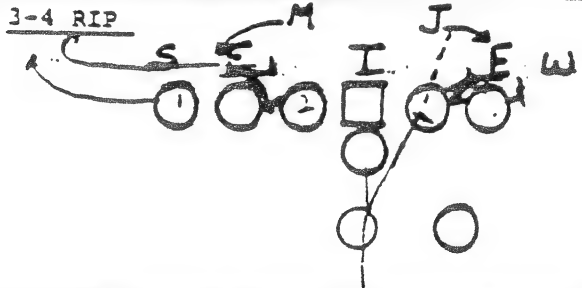
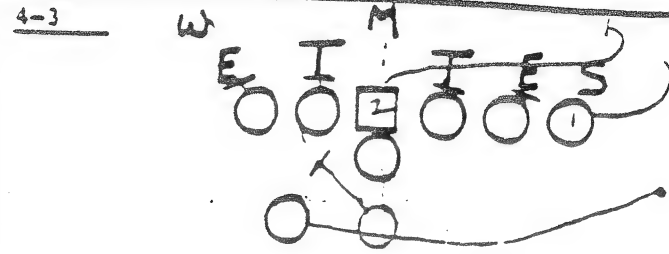
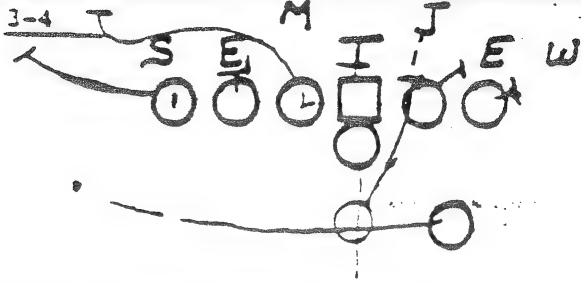


2 - P-538 SCAT
RIGHT TO H



6 - ZHF - F-333
Screen Right to H

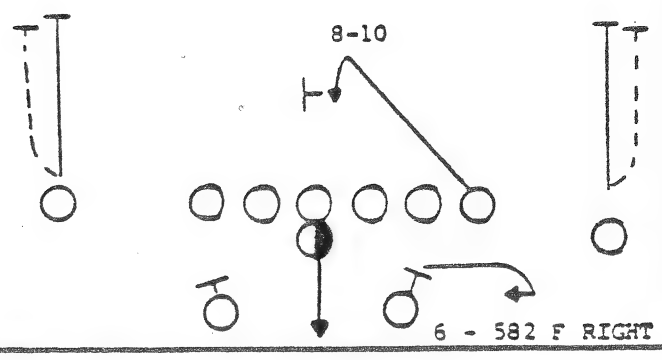
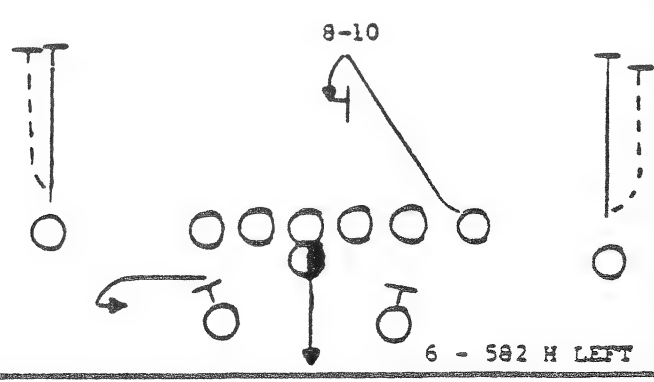
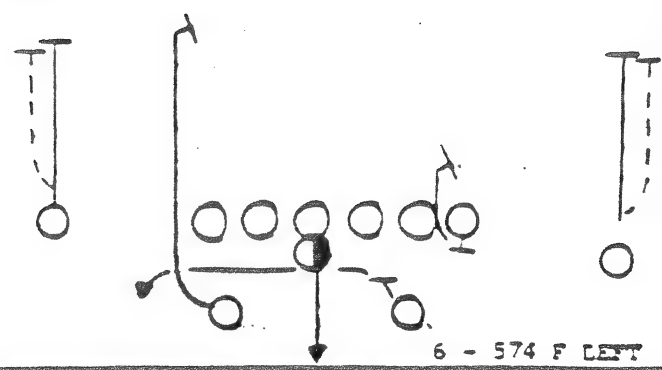




PLAY ACTION SCREENS

Play Action Screens will be run as indicated off of a Play Action. It will be a 2 man (3) count screen. The blocking of the linemen will be designated by the play action called.

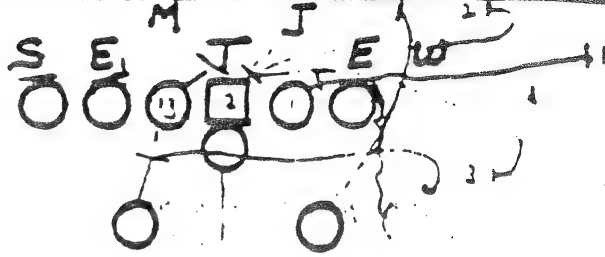
SLOW SCREENS



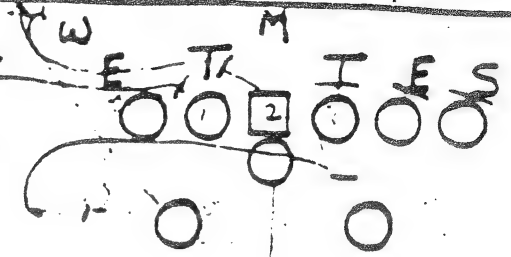
575 SLOW FB RIGHT

574 SLOW FB LEFT

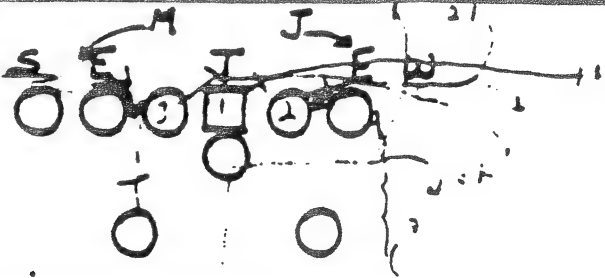
3-4



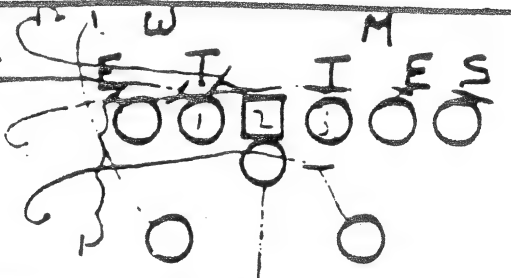
4-3



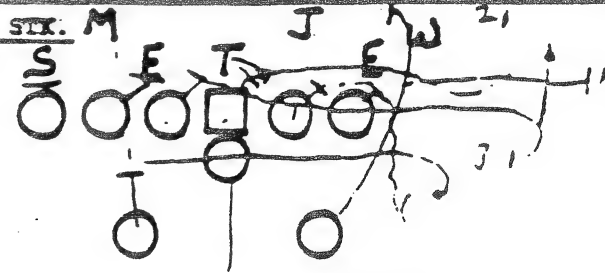
3-4 RIP



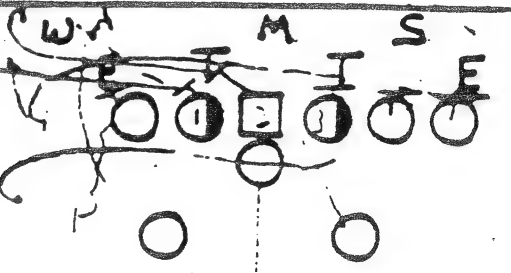
4-3



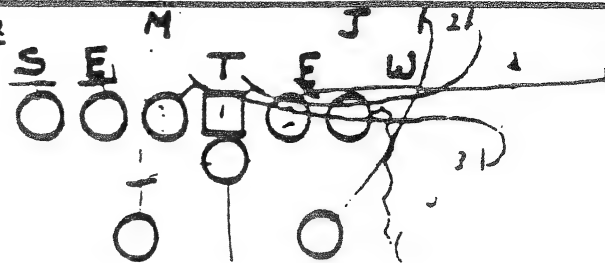
3-4 OVER STK. M



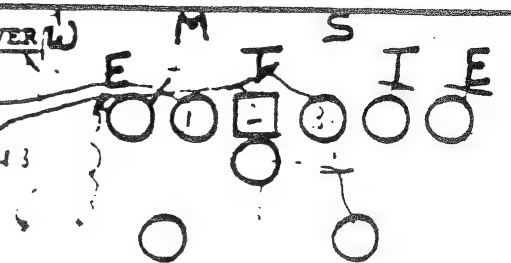
OFFSET OVER



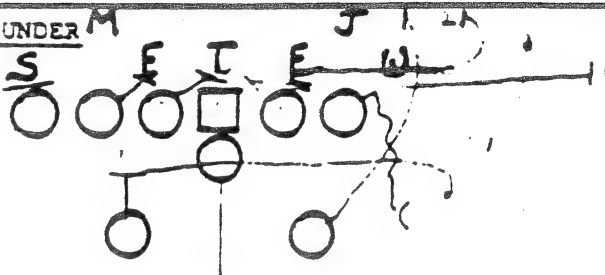
3-4 UNDER



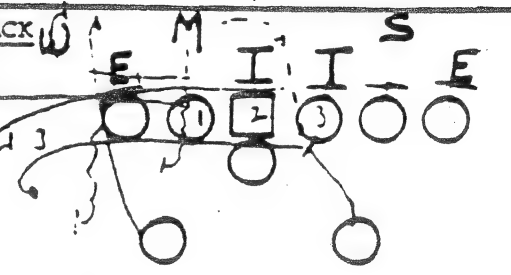
STACK OVER



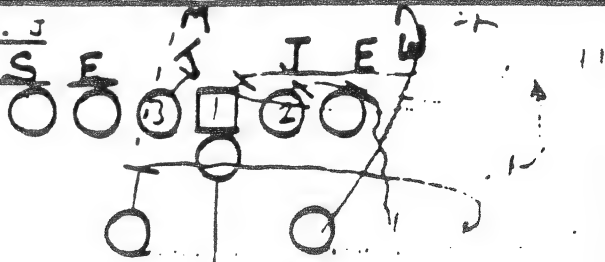
3-4 OVER-UNDER M



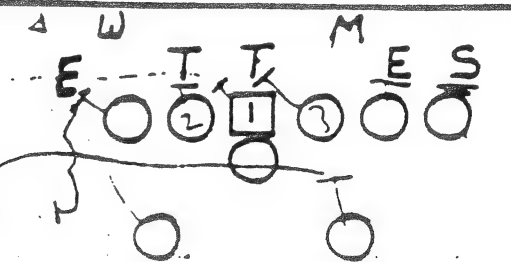
OVER STACK



3-4 N STG. J



UNDER



UP

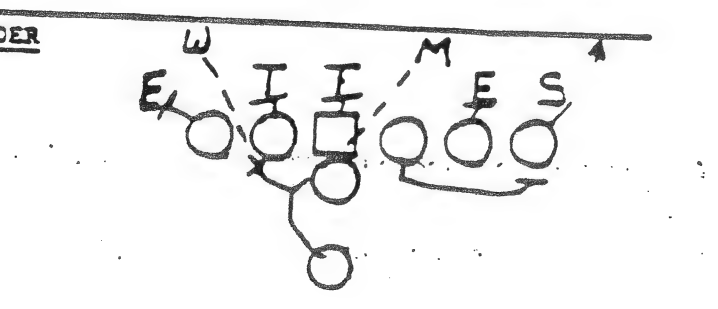
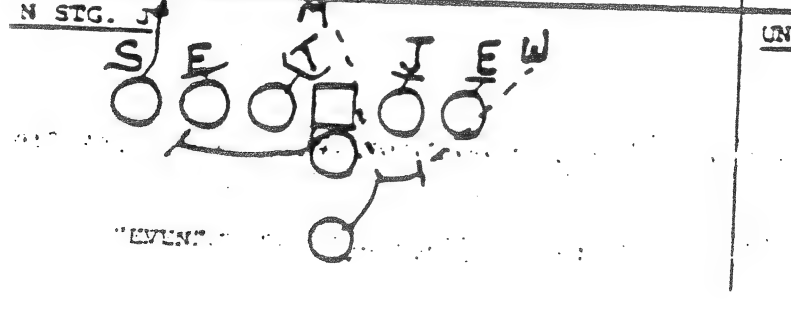
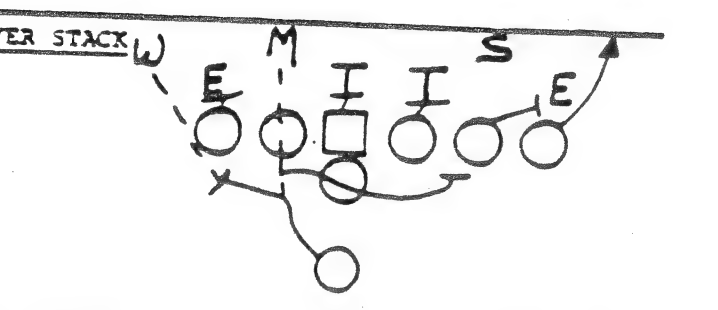
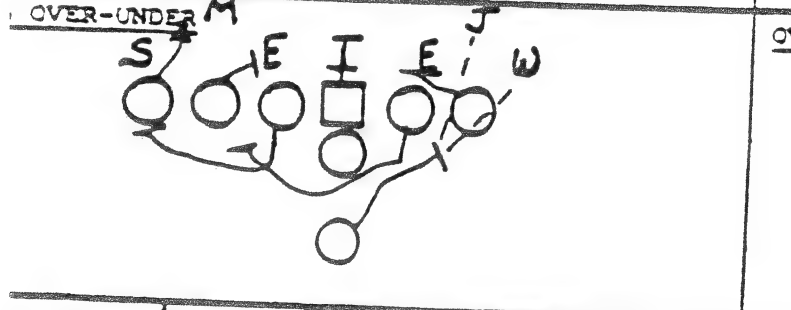
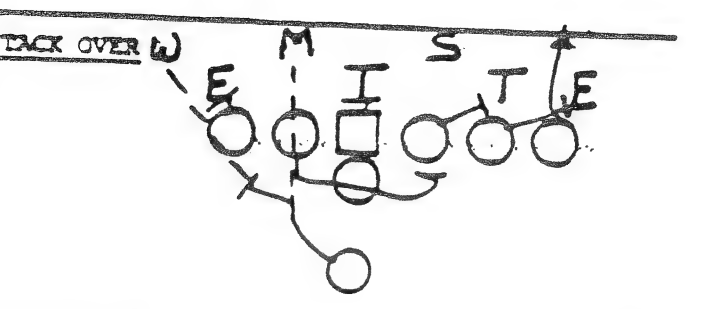
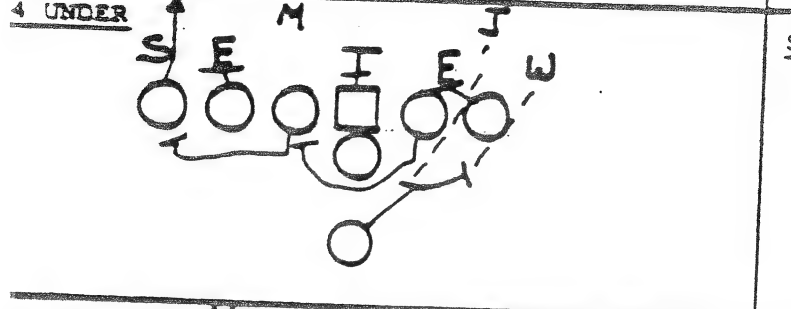
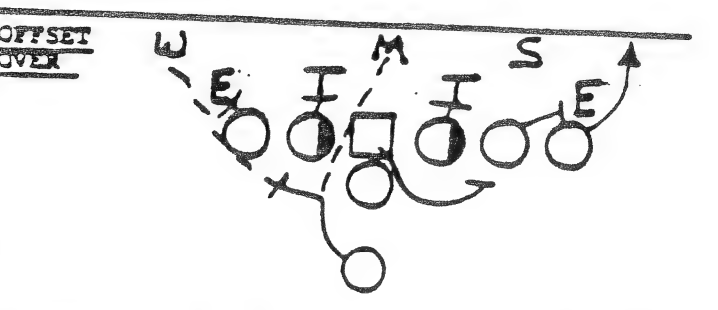
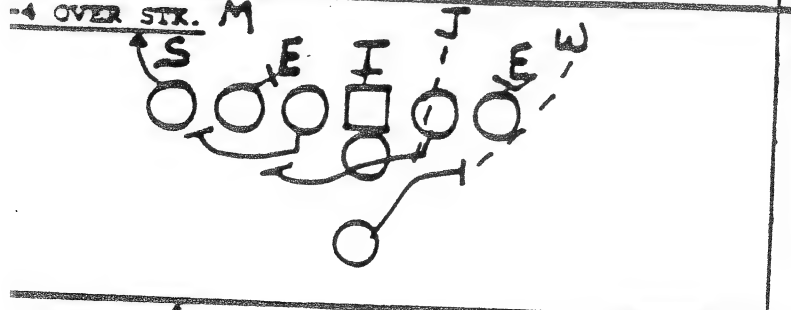
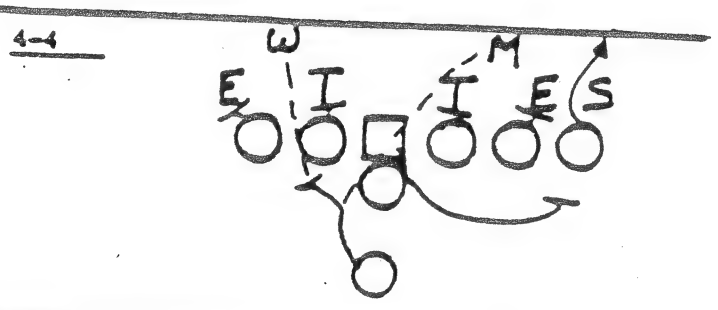
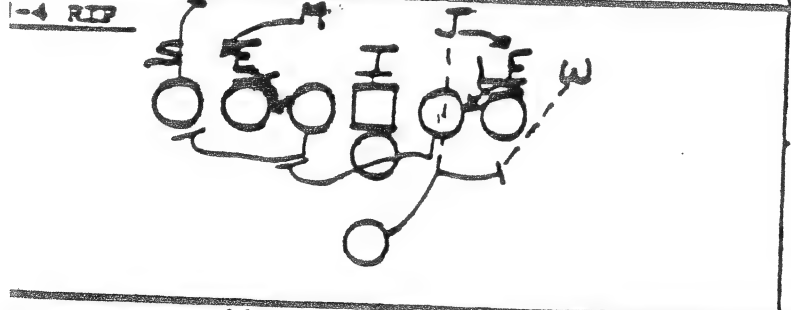
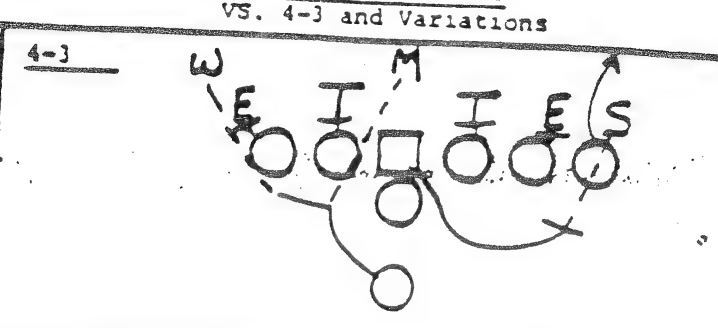
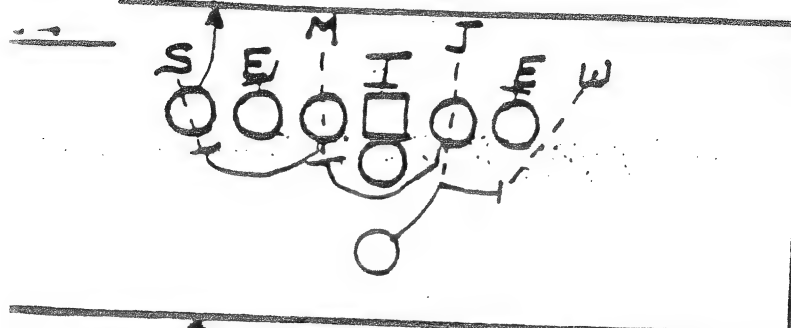
UP

1.

S-314 - S-315 PROTECTION

FORMATION LEFT
VS. 3-4 and Variations

FORMATION RIGHT
VS. 4-3 and Variations



"EVEN"

SCREENS

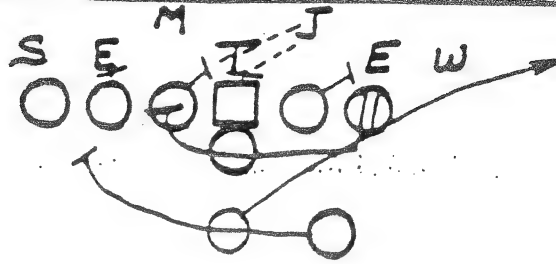
We will use the 500 Series to call Screens thrown in tackle box. If QB moves outside tackle box they will be designated as 200's or 300's with the word Screen. The type of screen and formation will be decided for each game. We will have the following types of screens:

1. Slow Screen
2. Play Action Screens
3. Read Screens

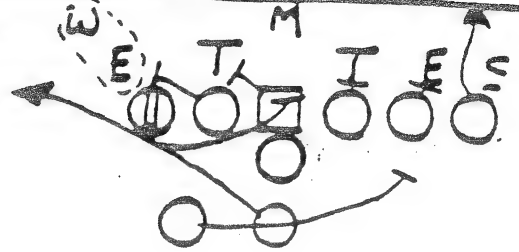
5.

FORMATION LEFT
Vs. 3-4 and Variations

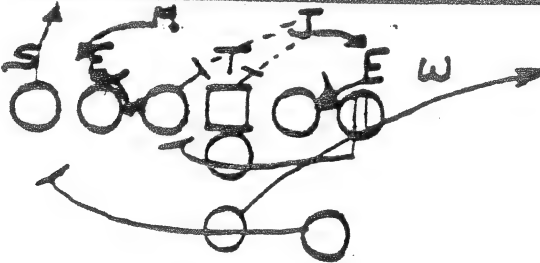
FORMATION RIGHT
Vs. 4-3 and Variations



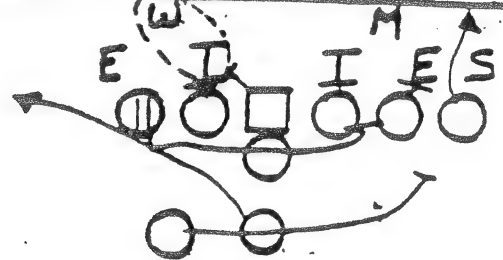
4-3



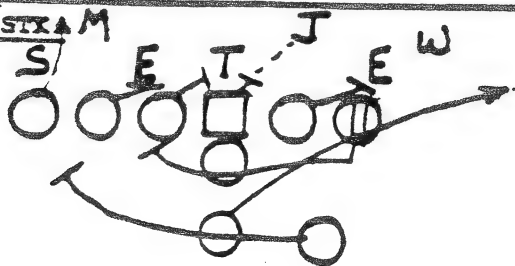
3-4 RID



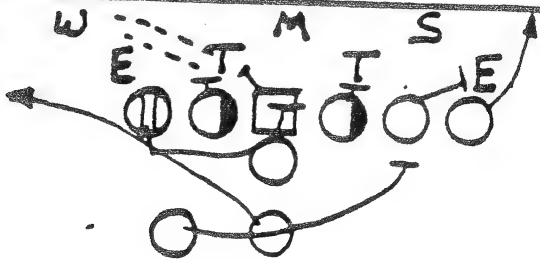
4-4



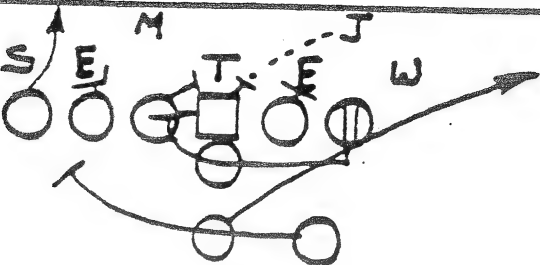
3-4 OVER STK M



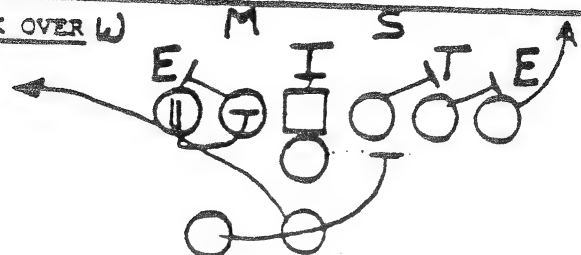
OFFSET OVER



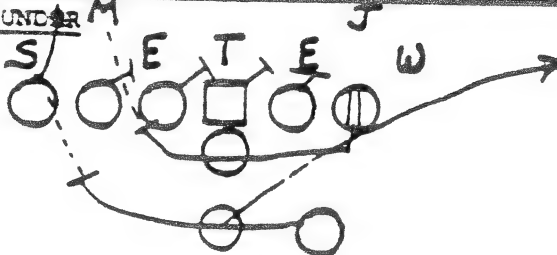
3-4 UNDER



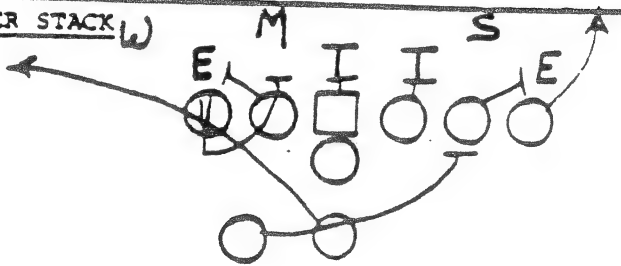
STACK OVER W



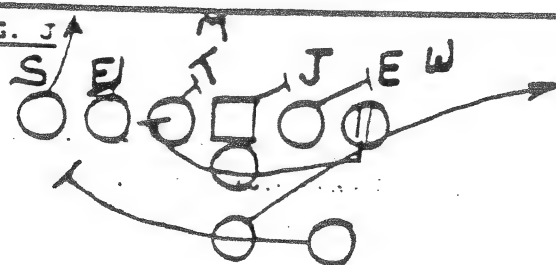
3-4 OVER-UNDER



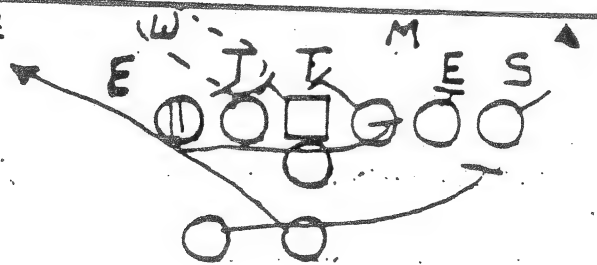
OVER STACK W



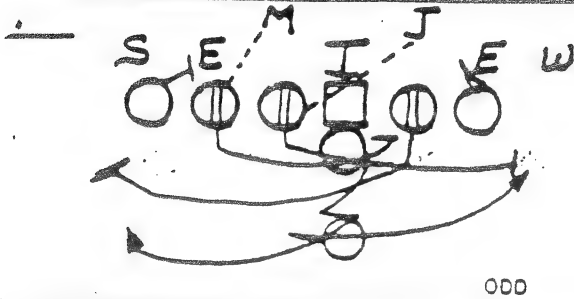
-4 N STG. J



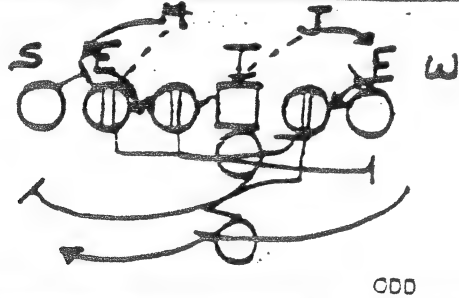
UNDER



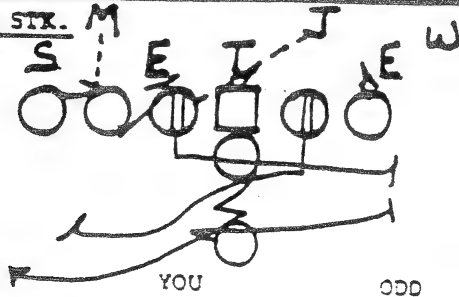
FORMATION LEFT
VS. 1-4 and Variations



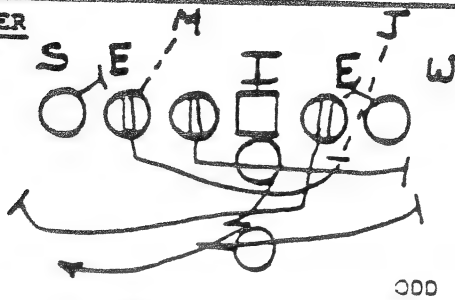
3-4 REP.



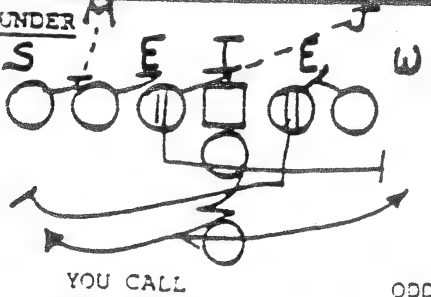
3-4 OVER STK.



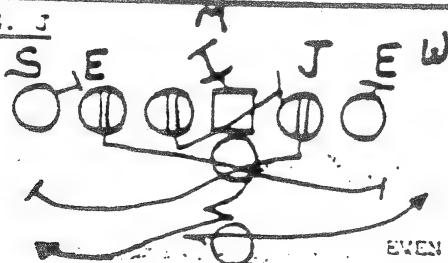
1-4 UNDER



1-4 OVER-UNDER

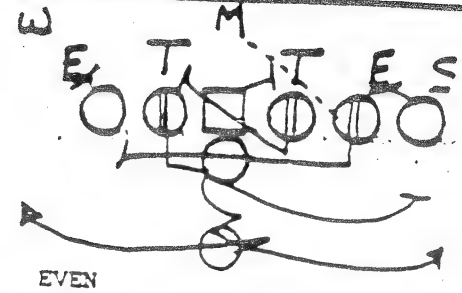


-4 N STG. J

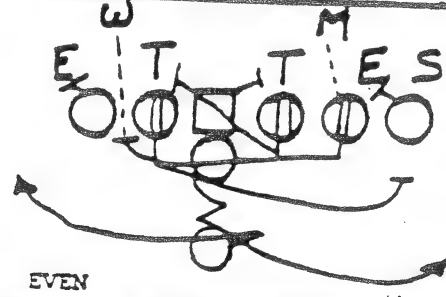


FORMATION RIGHT
VS. 4-3 and Variations

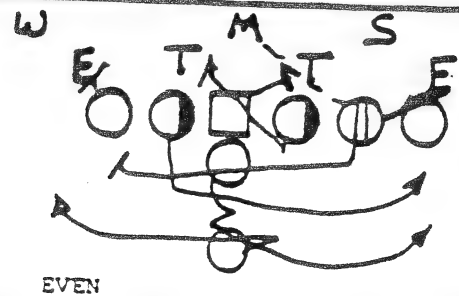
4-3



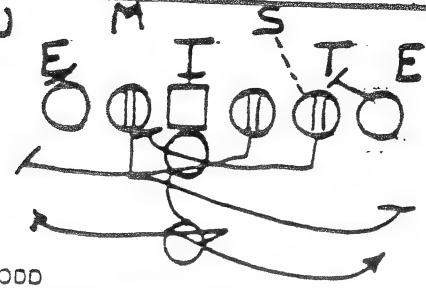
4-3



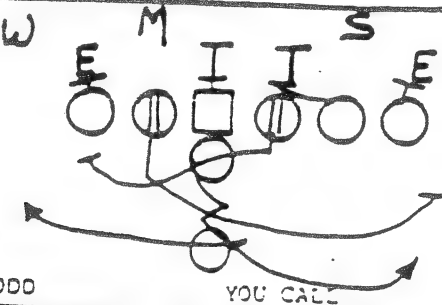
OFFSET OVER



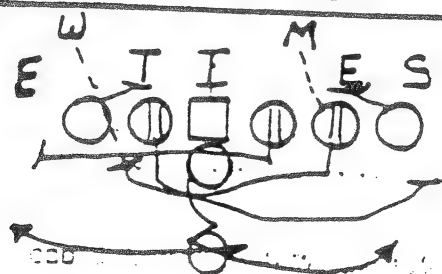
STACK OVER W



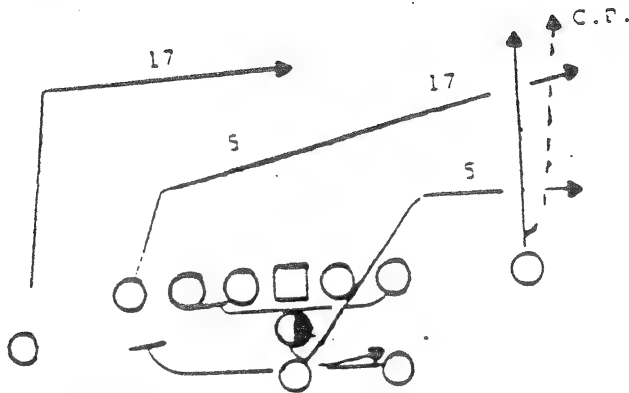
OVER STACK W



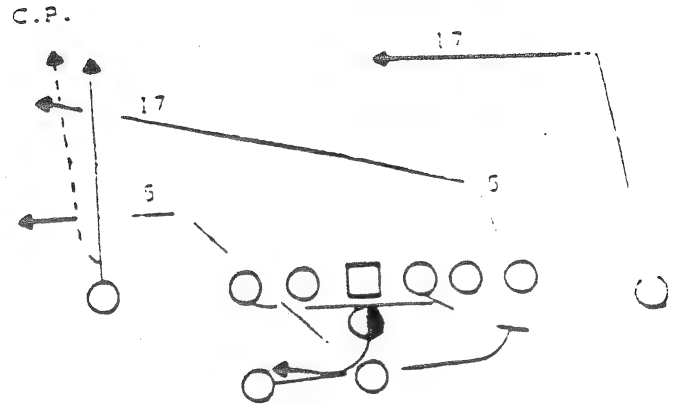
UNDER



SLANT COUNTER 337 NAKED



SLANT COUNTER 336 NAKED



QB - Fake Slant Counter 36 - Refer Read Sheet

FB - Free Release - Run 5 yard Flat

HB - Block Sam - N.T. Help Backside

X - Run Go C.P.

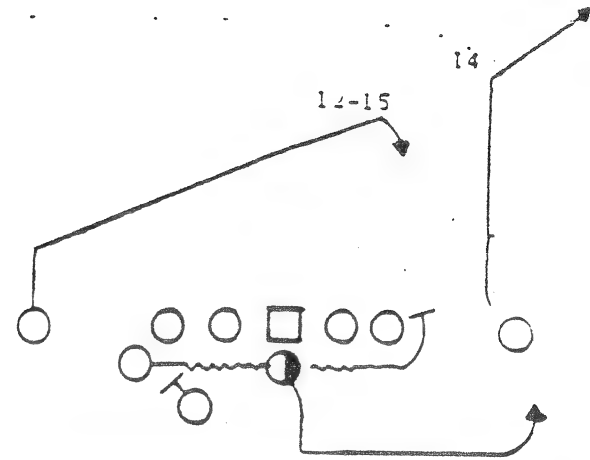
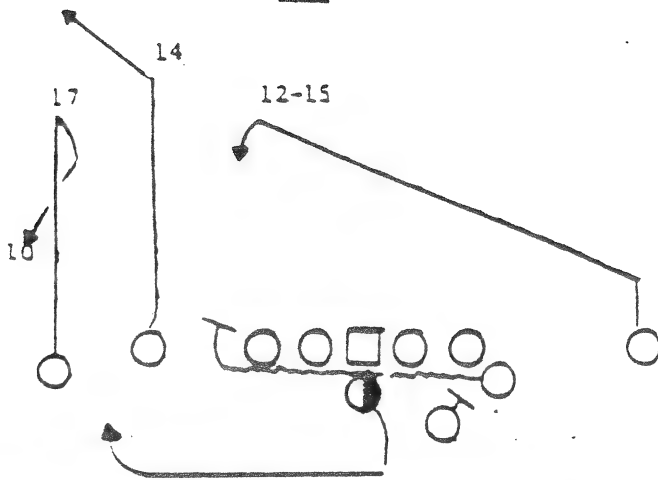
Z - Run 17 yard In Cut

Y - Run 5-17 yard Cross

COMMENTS:

FORMATIONS:



QB -

5 Step Drop - Sprint to Sideline - Refer Read Sheet

B -

Block Backer - N.T. Triangle

W -

Run 17-18 yard Curl Comeback

X -

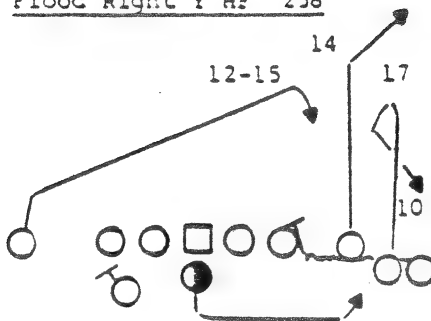
Run 12 to 15 yard Cross Curl

F

Run 14 yard Flag

Y -

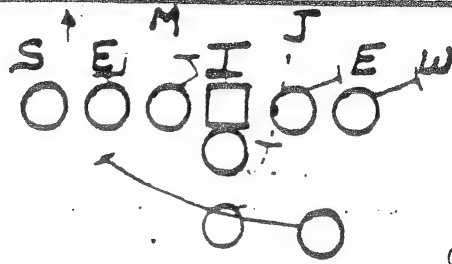
Motion block Backer - N.T. - Block End

COMMENTS:FORMATIONS:Flood Right Y HF 258

FORMATION LEFT
Vs. 3-4 and Variations

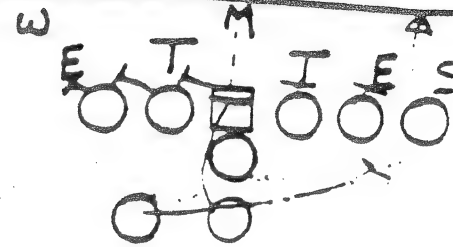
FORMATION RIGHT
Vs. 4-3 and Variations

3-4

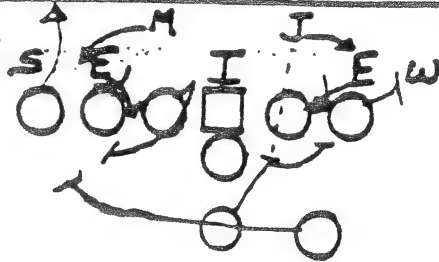


(Possible LON)

4-3

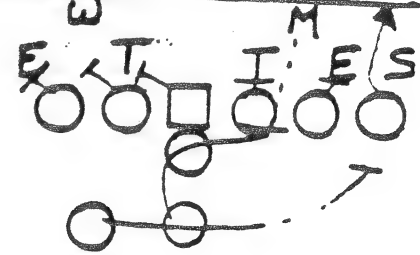


3-4 RIP

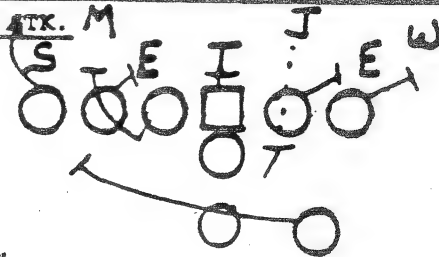


(Possible LON)

4-4

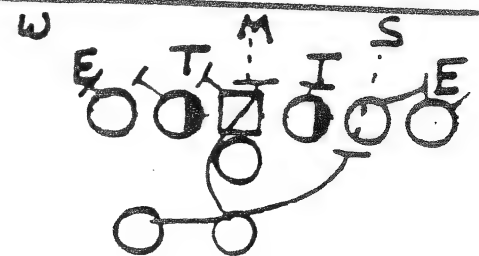


3-4 OVER TK. M

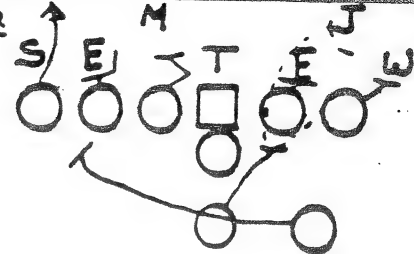


"X"

OFFSET OVER

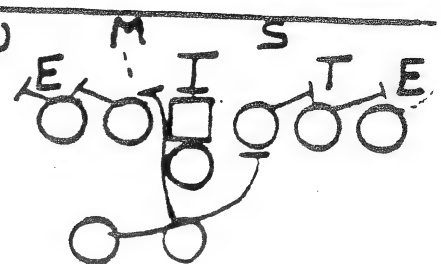


3-4 UNDER

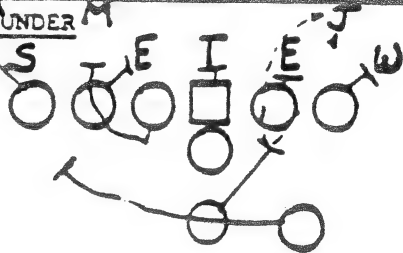


(Possible LON)

STACK OVER W

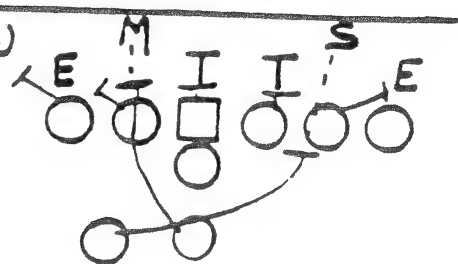


3-4 OVER UNDER M

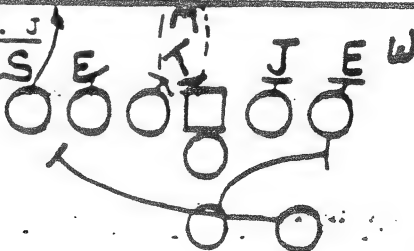


"X"

OVER STACK W

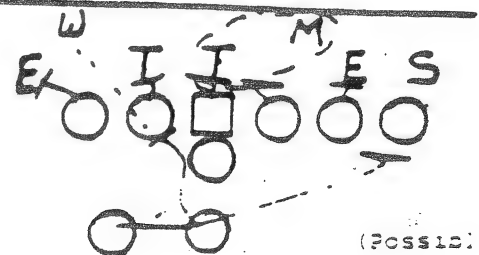


3-4 N STG. J



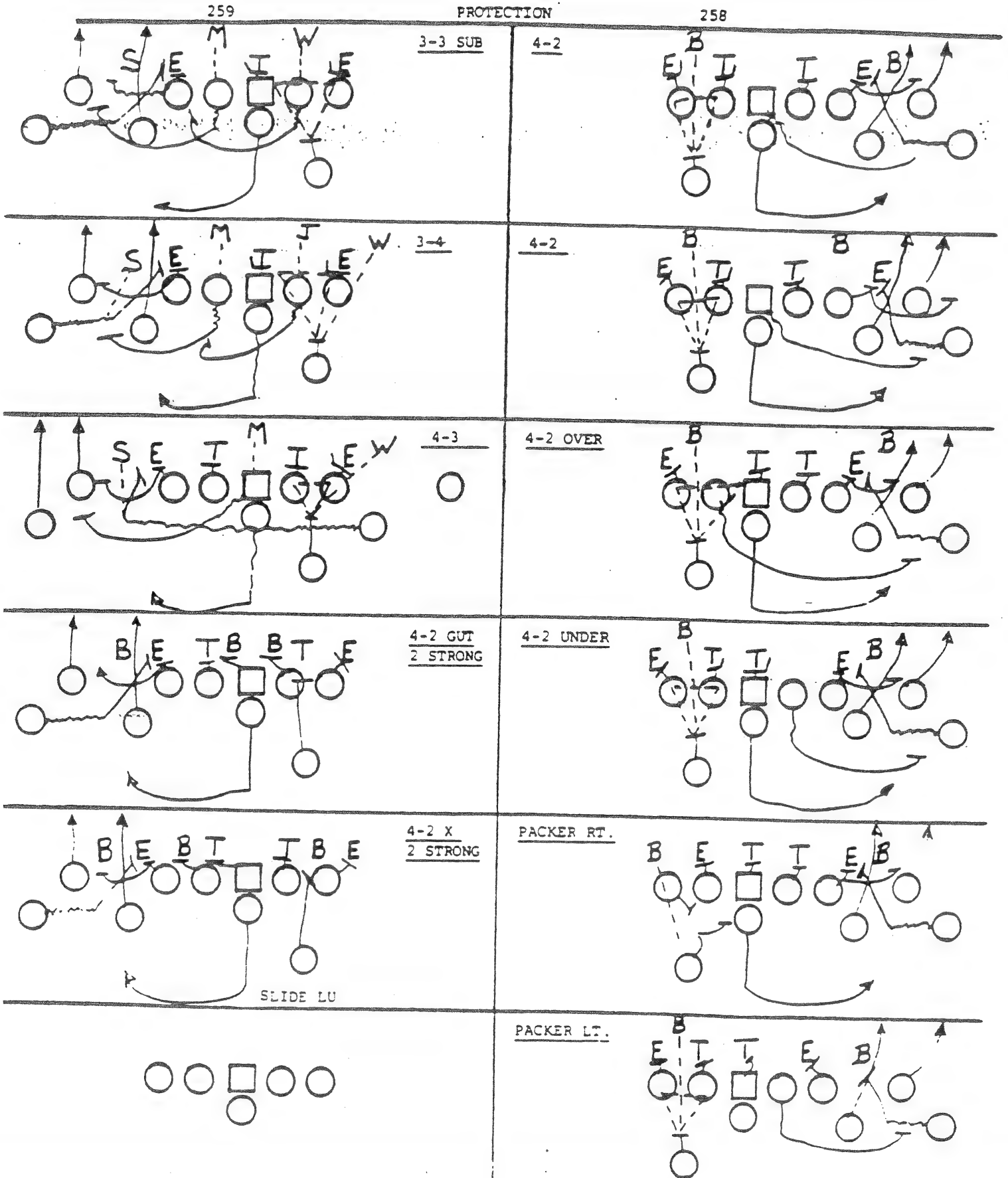
SOLID

UNDER

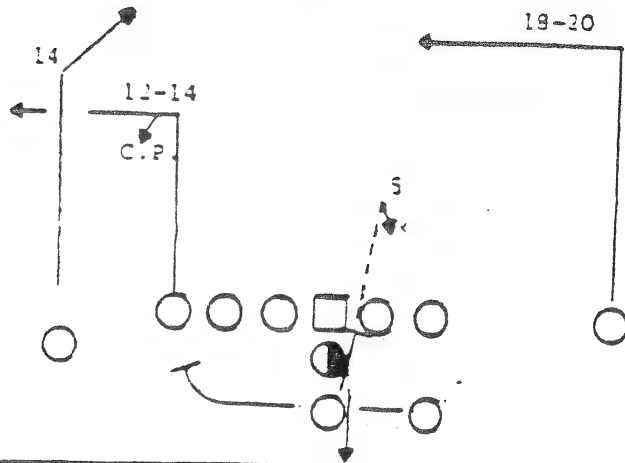


(Possible RON)

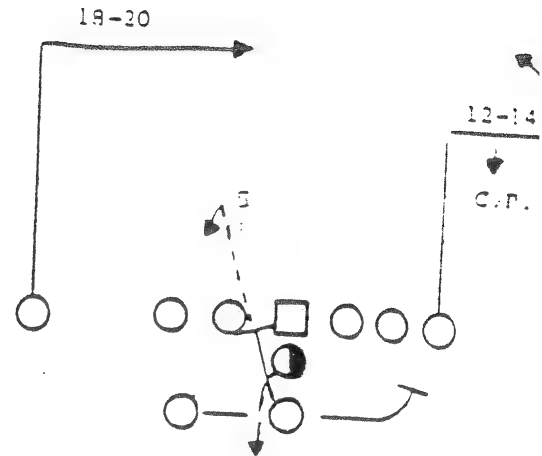
1.



P-139 TOP



P-138 TOP



QB -

Fake P-38 - Refer Read Sheet

FB -

Block Jack - N.T. Run 5 yard Check Down Weak

HB -

Block Sam - N.T. Triangle

X -

Run 18-20 yard In Cut

Z -

Run 14 yard ZID

Y -

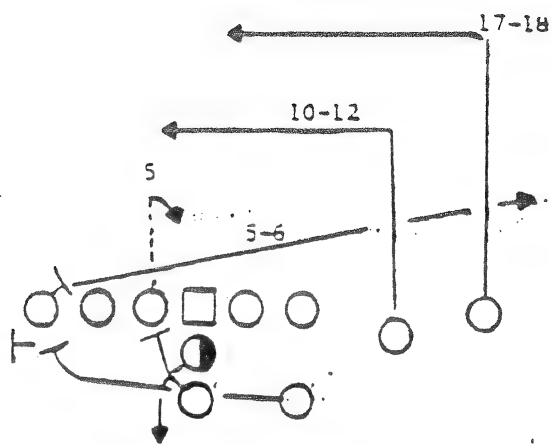
Run 12-14 yard Out Cut C.P.

COMMENTS:

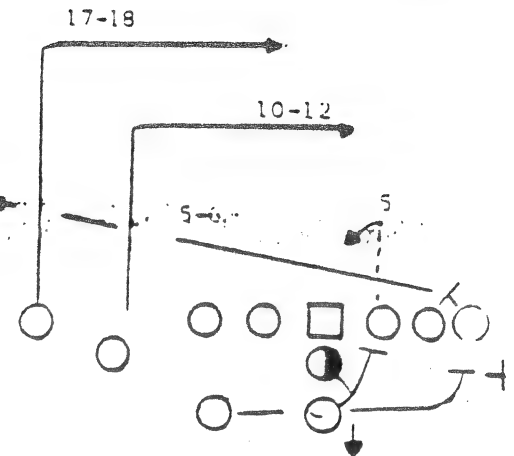
FORMATIONS:



RIDE 139 Y-UNDER



RIDE 138 Y-UNDER



QB -

Fake Ride 38 - Refer Read Sheet

FB -

Block Mike - N.T. Run 5 yard Check Down

HB -

Block Sam - N.T. Triangle

X -

Run 17-18 yard In Cut

I

Run 10-12 yard In Cut

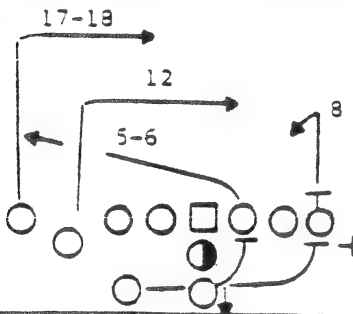
Y -

Block End - Run 5-6 yard Cross

COMMENTS:

FORMATIONS:

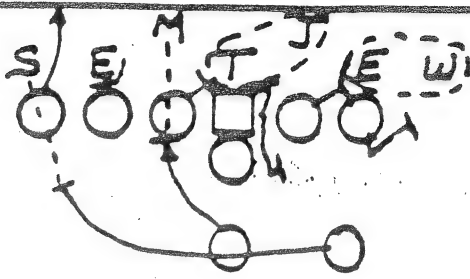
2S - Ride 138 F-Under



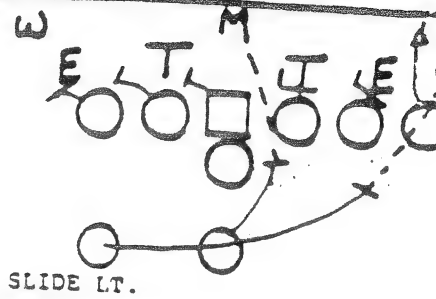
FORMATION LEFT
VS. 3-4 and Variations

FORMATION RIGHT
VS. 4-3 and Variations

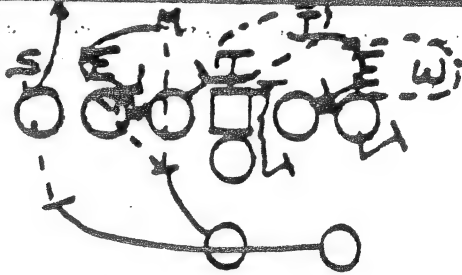
3-4



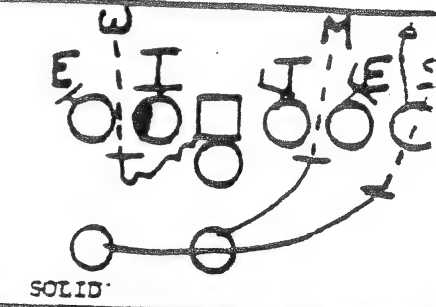
4-3



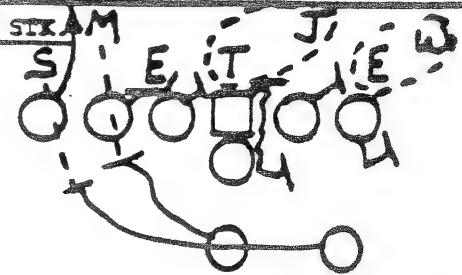
3-4 RIF



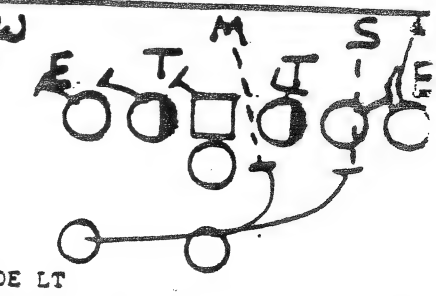
4-4



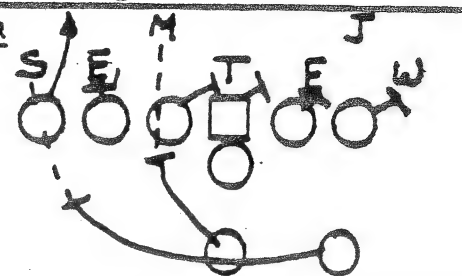
3-4 OVER STK



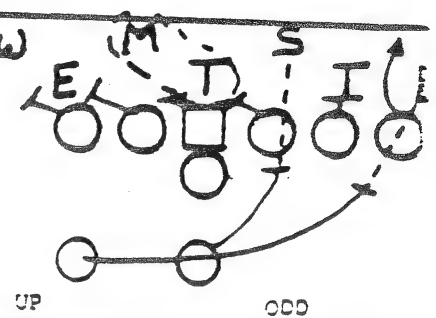
OFFSET OVER



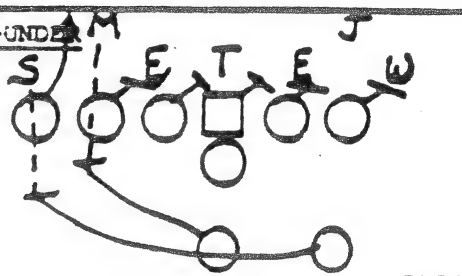
3-4 UNDER



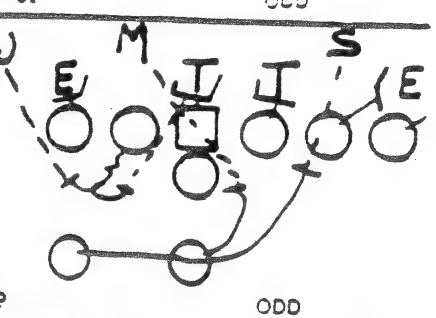
STACK OVER W



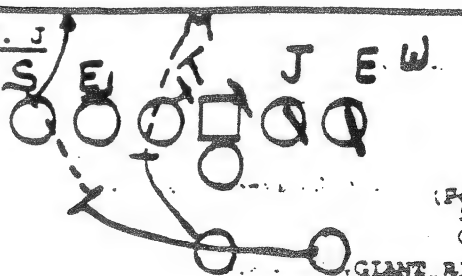
3-4 OVER-UNDER



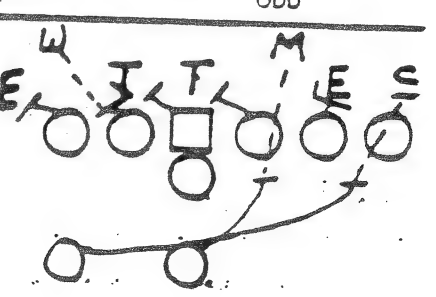
OVER STACK W



3-4 N STG. J

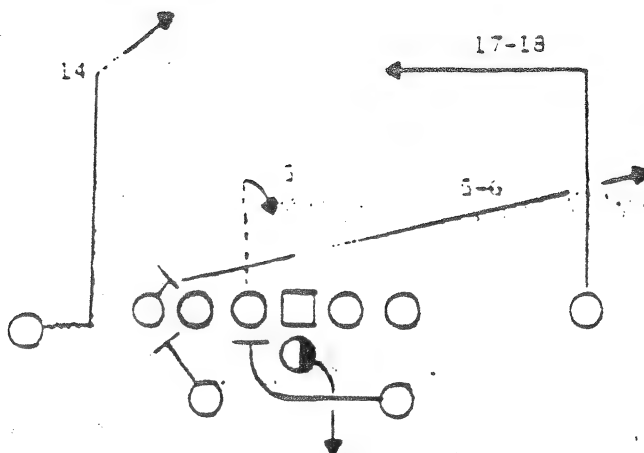


UNDER

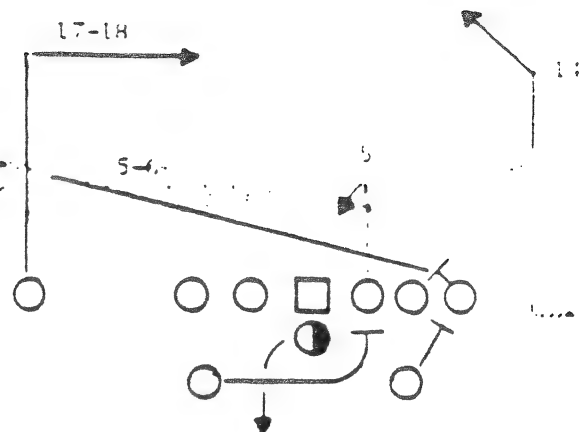


(Possible Solid Call)

FLOW 137 X-IN



FLOW 136 X-IN



QB -

Fake Flow 36 - Refer Read Sheet

FB -

Block Sam - N.T. Triangle

HB -

Block Mike - N.T. Run 5 yard Check Down

X -

Run 17-18 yard In Cut

Z -

Run 14 yard ZID

Y -

Block End - Run 5-6 yard Cross

COMMENTS:

FORMATIONS:

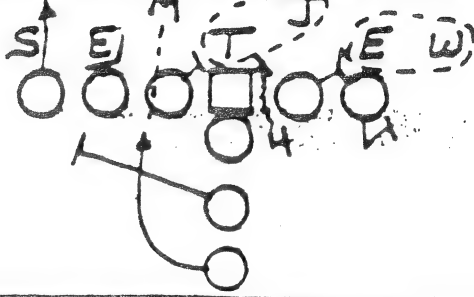


S-114 - S-116 PROTECTION

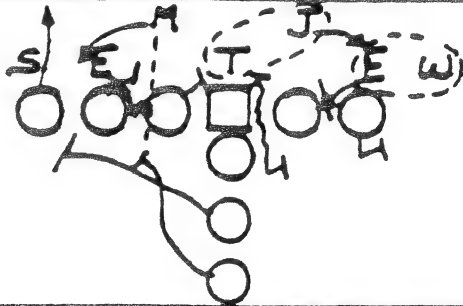
FORMATION LEFT

VS. 3-4 and Variations

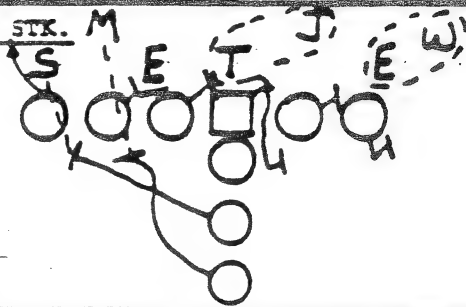
3-4



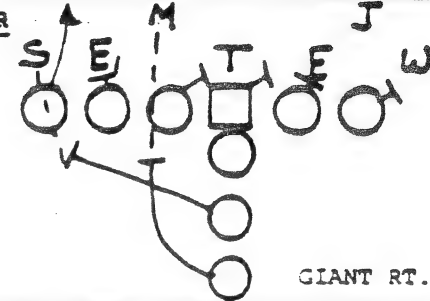
3-4 RIP



3-4 OVER STK.

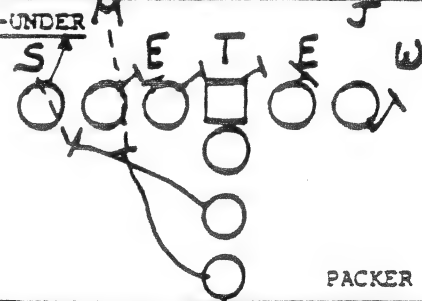


3-4 UNDER



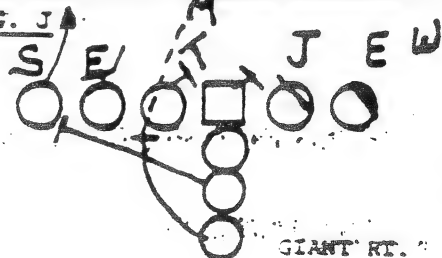
GIANT RT.

3-4 OVER-UNDER



PACKER RT.

3-4 N STG. J



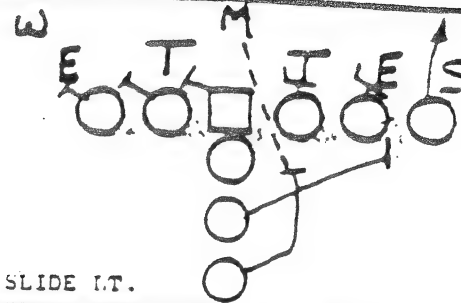
(Possible Solid)

GIANT RT.

FORMATION RIGHT

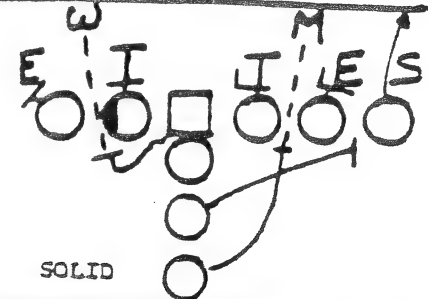
VS. 4-3 and Variations

4-3



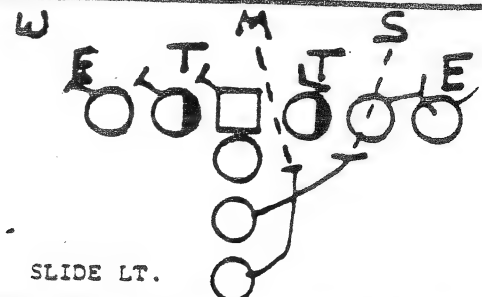
SLIDE LT.

4-4



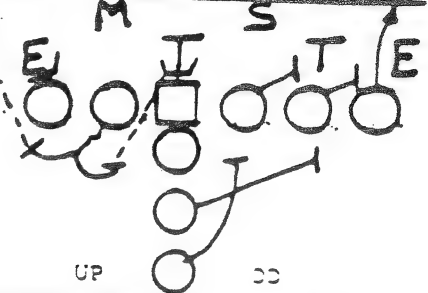
SOLID

OFFSET OVER



SLIDE LT.

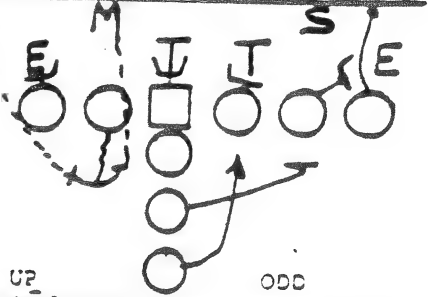
STACK OVER W



UP

ODD

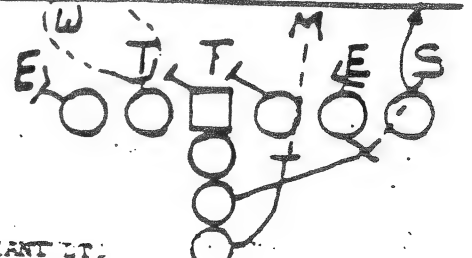
OVER STACK W



UP

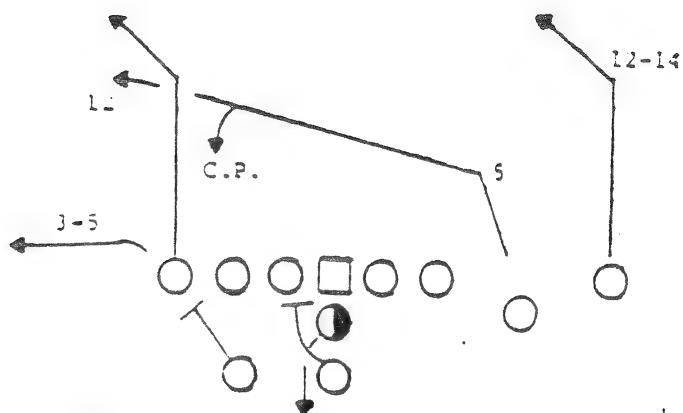
ODD

UNDER

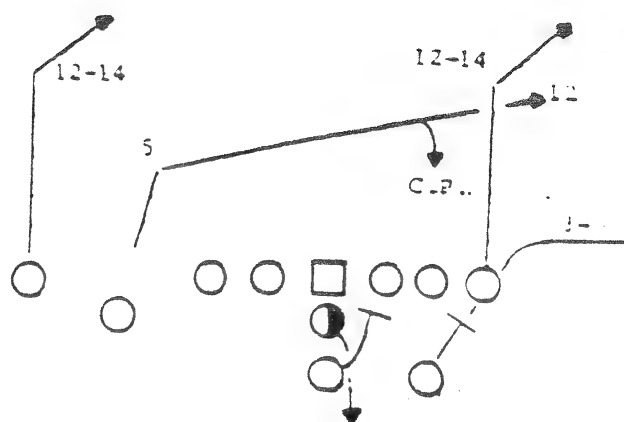


GIANT LT.

RIDE 115 Y-FLAG



RIDE 114 Y-FLAG



QB - Fake Ride 14 - Refer Read Sheet

FB - Check Mike - N.T. Triangle

HB - Check Sam - N.T. Run 3-5 yard Flat

X - Run 12-14 yard ZID

F - Run 5-12 yard Cross C.P.

Y - Run 12 to 14 yard Flag

COMMENTS:

FORMATIONS:

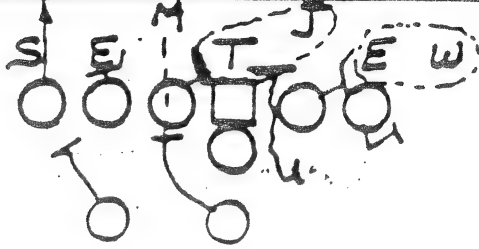


R-114 - R-115 PROTECTION

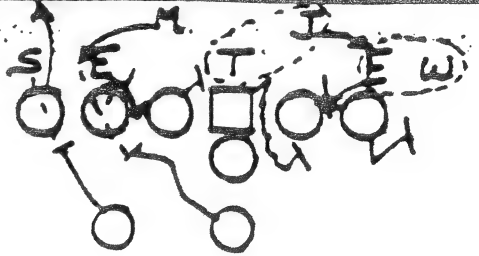
FORMATION LEFT

VS. 3-4 and Variations

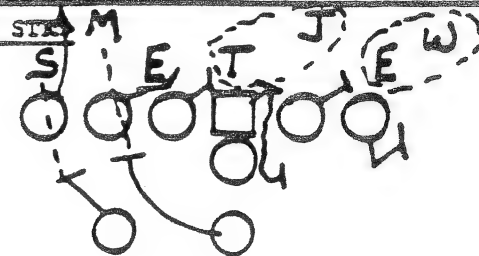
3-4



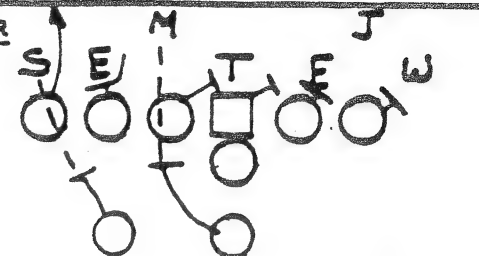
3-4 REP



3-4 OVER STG

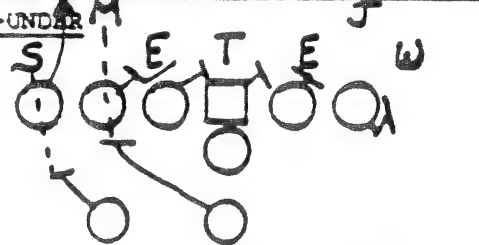


3-4 UNDER



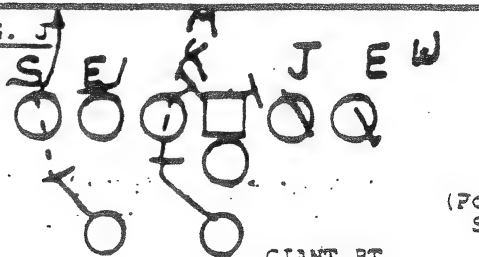
GIANT RT.

3-4 OVER-UNDER



PACKER RT.

3-4 N STG.



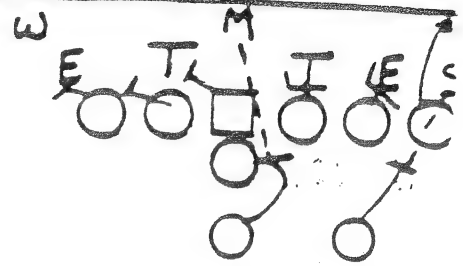
GIANT RT.

(Possible Solid)

FORMATION RIGHT

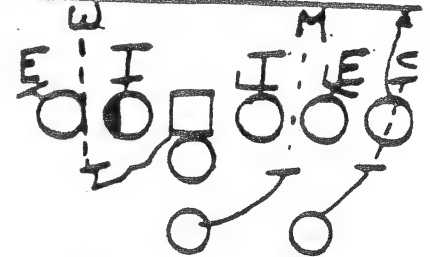
VS. 4-3 and Variations

4-3



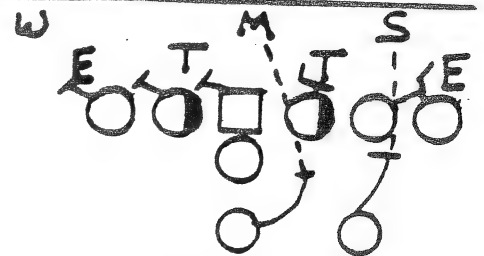
SLIDE LT.

4-3



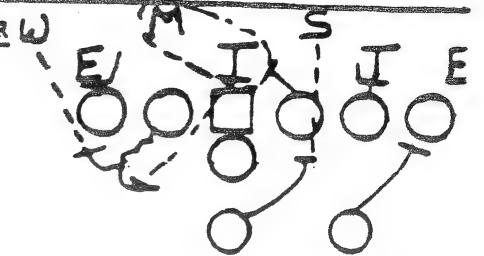
SOLID

OFFSET OVER



SLIDE LT.

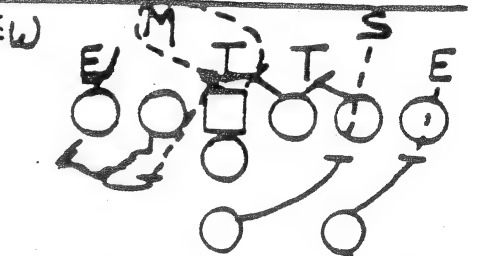
STACK OVER W



UP

ODD

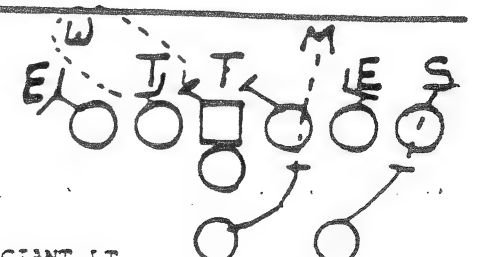
OVER STACK W



UP

ODD

UNDER

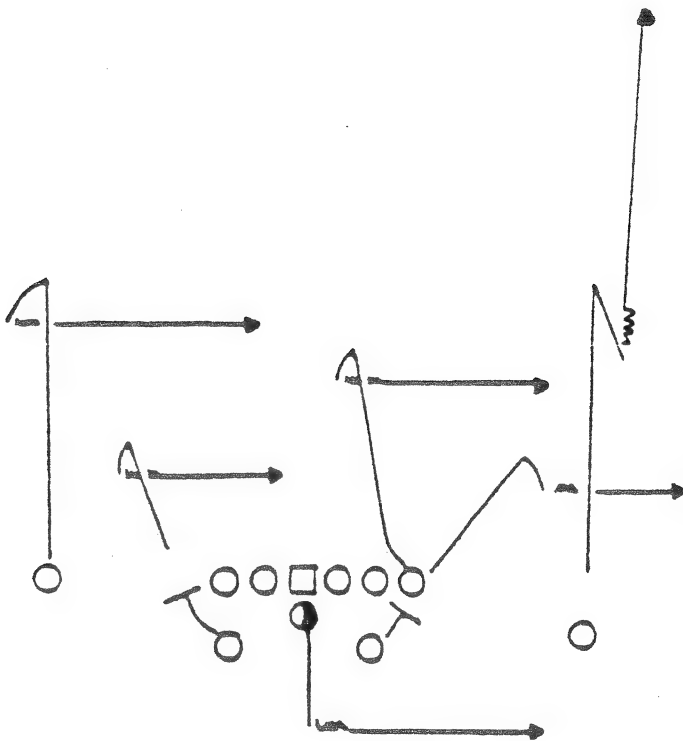


GIANT LT.

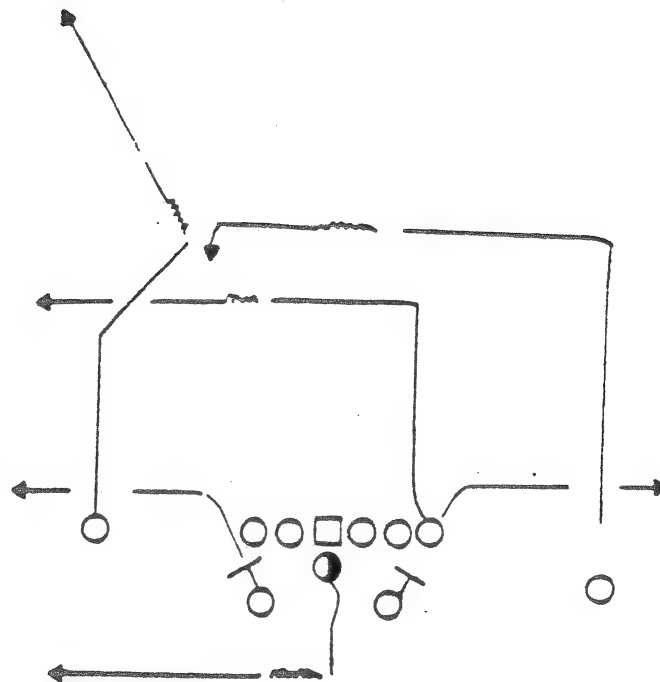
THE SCRAMBLE PASS

This will be a basic rule that we will use if the QB is forced out of the pocket. For either outside Receiver, whether you are X or Z - remember if the QB is forced out of the pocket to your side, then you run to the deep 1/3 to that side. If the QB is forced out of the pocket away from you, then you work for the open area over the middle about 15 to 18 yards deep, working back toward the QB. The Tight End will work to the side of the QB at about 15 to 18 yards deep, just outside the numbers working back toward the QB. Backs that are involved in the pattern, work your regular depth and with the flow of the QB. This basic rule will apply on any pattern called if QB is forced out of pocket.

EXAMPLE 92 SEMI



EXAMPLE 92 DIG BACKS FLAT



B P

74-75 Pick Out

- Zone - H - X - Z
- 2 Deep Zone - H - Z or Z - H -
X Run Fade on Roll or Bump
- Man 5 - X - H - Z
- Man 1 - H - Z

74-75 Slow H-Swing

- Zone - Look for Z in Middle
- Man - H - Z - Alert. for Corner. on H Pattern

74-75 CB

- Man & Zone - Read Under Coverage for X - H
5 Cover - Go Y to Z

74-75 Dbl Seam

- 3 Deep Zone - Y - H - Z
- 2 Deep Zone - Y - H - Z
- Man 5 - Y - Z
- Man 1 - Y - H - Z

74-75 QB READS

B

74-75

- 3 Deep Zone - Go to X - H
- 2 Deep Zone - Alert for Y in shoot -
Back to levels X - H (Z Runs Fade on Roll)
- Man 5 - Z Poss Y
- Man 1 - X - Z

74-75 Y-Hook

- Zone - Go to Y - F - If not there, go back to Delay Read
- Man - Y if open - Delay Read throw away.
(Go) - Game Plan go to Y - Poss Delay Read

74-75 Y-Flag

- 3 Deep Zone - Look for Y - Alert Str Corner
- Drop - H - Z
- 2 Deep Zone - Z - X
- Man 1 - Y - Z - X
- Man 5 - Z - X - Y

74-75 Z-Flag

- 3 Deep Zone - Look for Z - Alert Str Corner Drop
- X - Y
- 2 Deep Zone - Z - Y - H
- Man 5 - Z - X - Y
- Man 1 - Z - X - Y

74-75 Y-Cross

- 3 Deep Zone - Y - Z - H (Z Poss Seam)
- 2 Deep Zone - Y - Z - H (Z Poss Seam)
- X Run Fade
- Man - Y - Z - H (Z Poss Seam) - X Run Fade on
Roll or Bump

74-75 X-In

- 3 Deep Zone & Man - X - Y - H
- 2 Deep Zone - X - Y - Z
- Man 5 - Z - Y - H
- Man 1 - X - Y

74-75 Sin Y-Cross

- Zone - Y - X - Z (Z Poss Q)
- Man 5 - Z - X - Y
- Man 1 - Y - X - Z

74-75

- 3 Deep Zone - Go to X - H
- 2 Deep Zone - Alert for Y in short -
Back to levels X - H (Z Runs Fade on Roll)
- Man - Z Poss Y

74-75 Y-Book

- Zone - Go to Y - If not there, go back to Delay Read
- Man - Y if open - Delay Read throw away
(Go) - Game Plan go to Y - Poss Delay Read

74-75 Y-Flag

- 3 Deep Zone - Look for Y - Alert Str Corner
Drop - H - Z
- 2 Deep Zone - Z - X
- Man - Y - Z - X

74-75 Z-Flag

- 3 Deep Zone - Look for Z - Alert Str Corner Drop
X - Y
- 2 Deep Zone - Z - Y - H
- Man - Z - X - Y

74-75 Y-Cross

- 3 Deep Zone - Y - Z - H (Z Poss Seam)
- 2 Deep Zone - Y - Z - H (Z Poss Seam)
- Man - Y - Z - H (Z Poss Seam)

74-75 X-In

- 3 Deep Zone & Man - X - Y - H

74-75 Sin Y-Cross

- Zone & Man - Y - Z - X (Z Poss Q)

74-75 Pick Out

- Zone & Man - H - X - Z

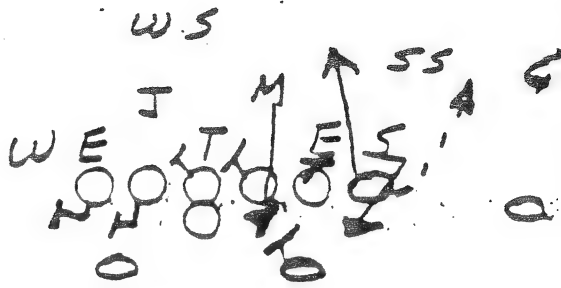
74-75 Slow H-Swing

- Zone - Look for Z in Middle
- Man - X - H - Alert for Corner on H Pattern

74-75 CB

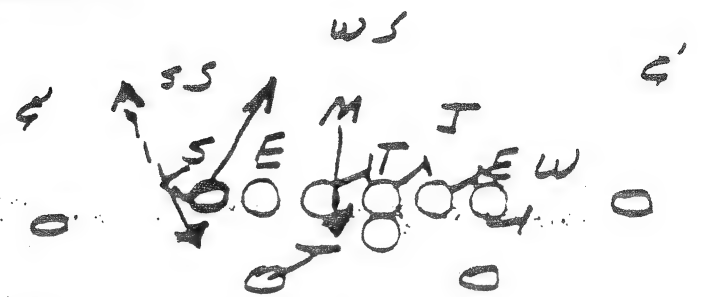
- Zone - Read Under Coverage for X - H

3-4



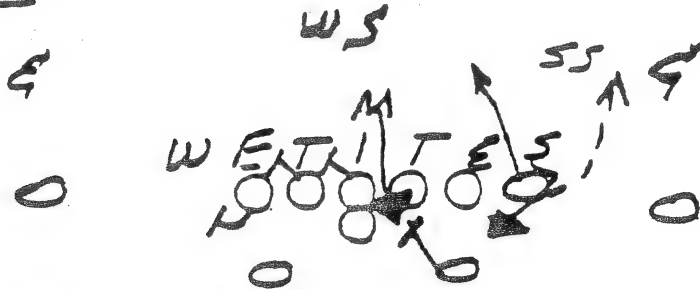
74-HOT-VS-2-STR

3-4



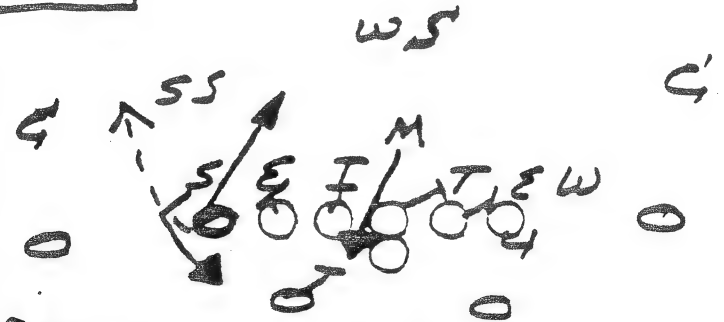
75-HOT-VS-2-STR

4-3

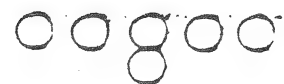


74-HOT-VS-2-STR

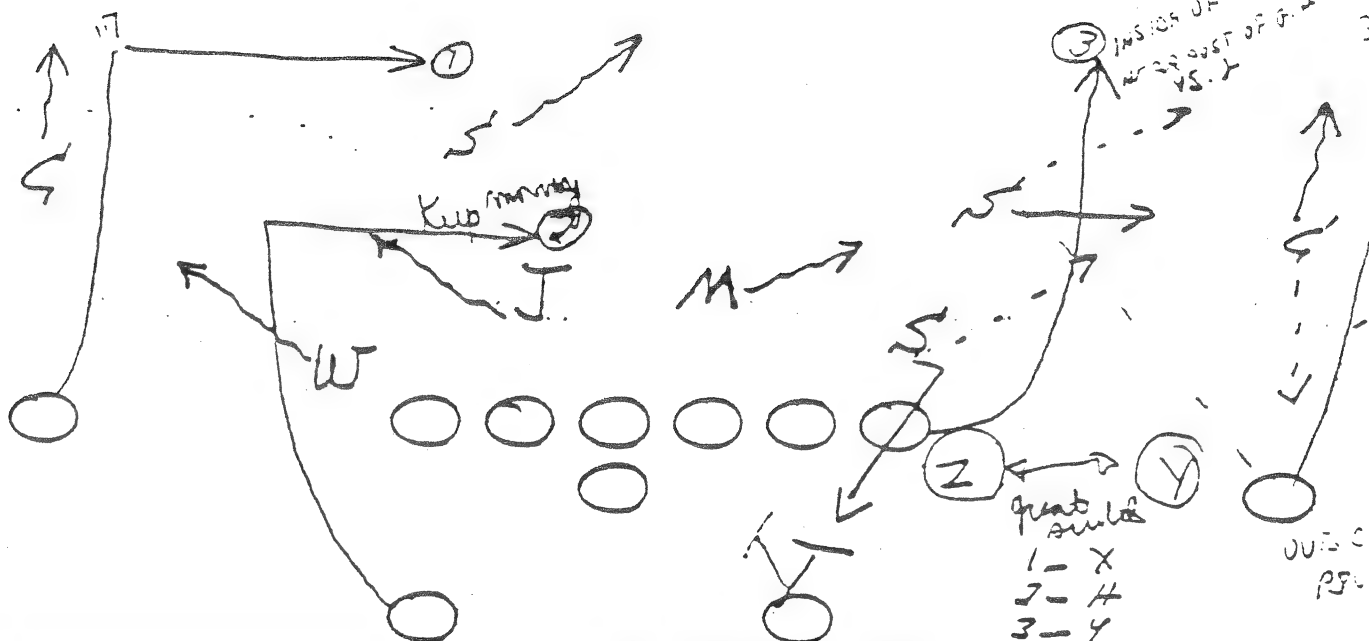
4-3



75-HOT-VS-2-STR

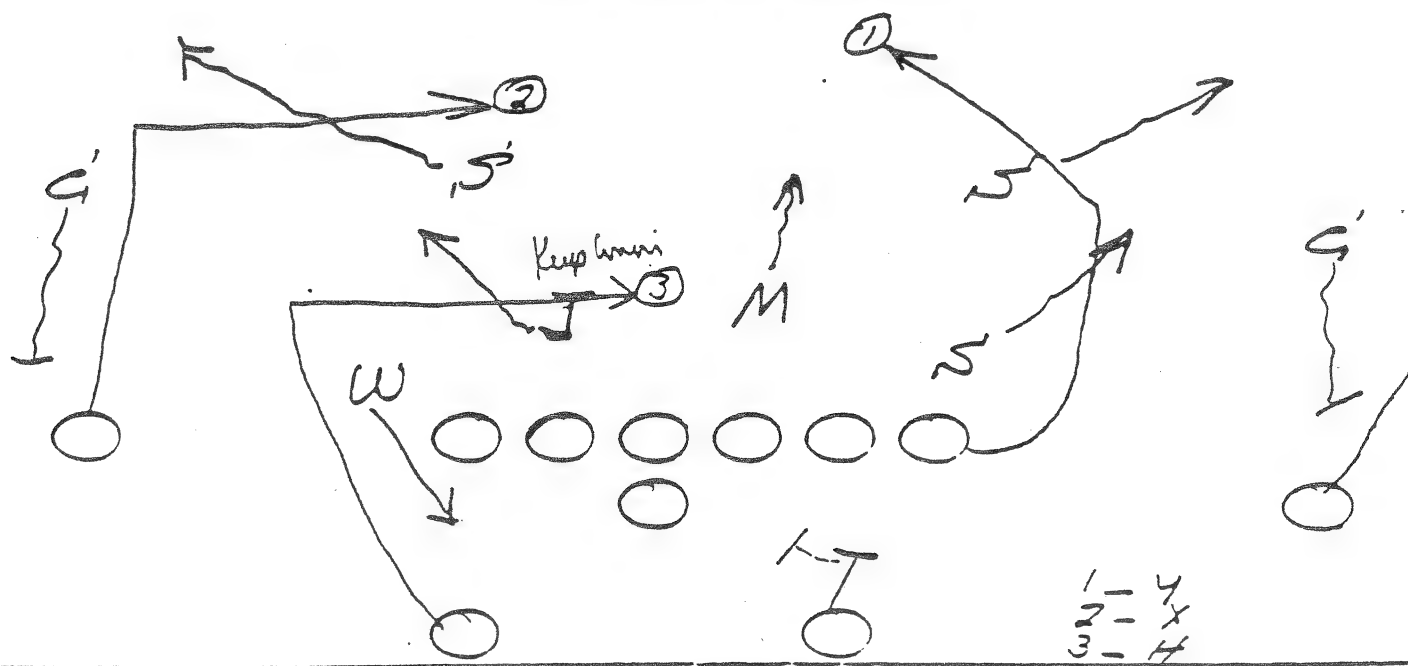


74)



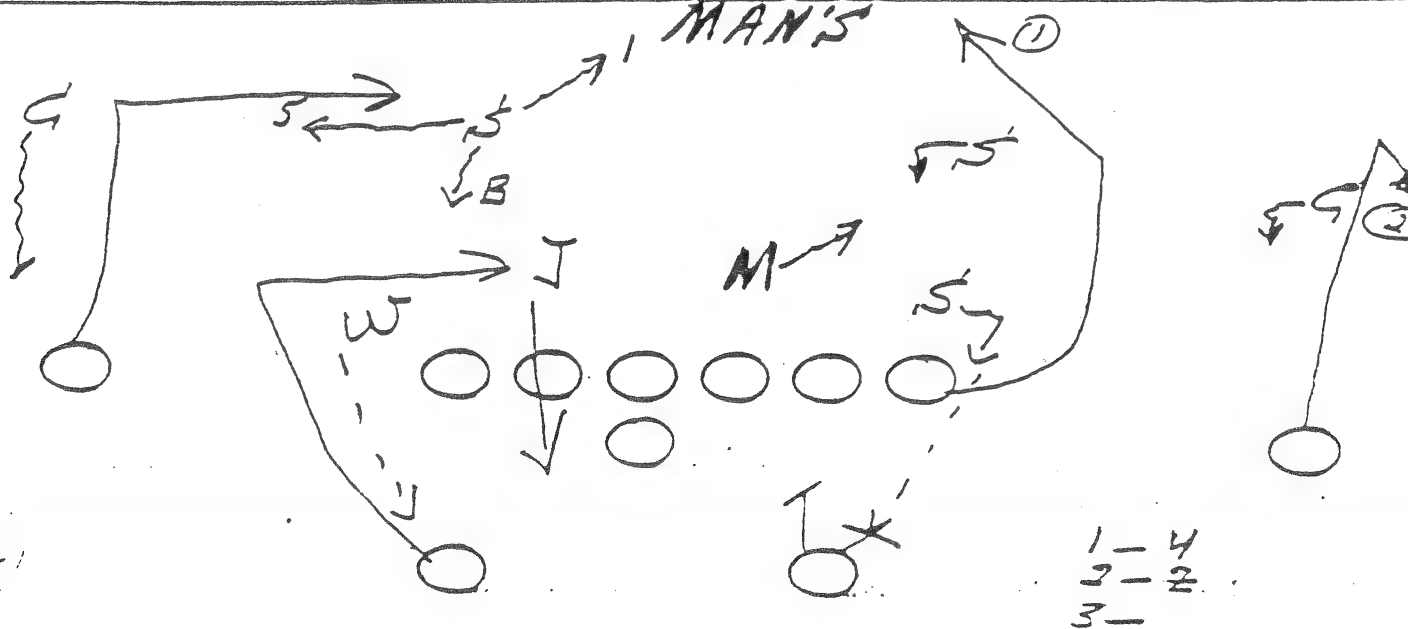
2-DEEP-ZONE

74)



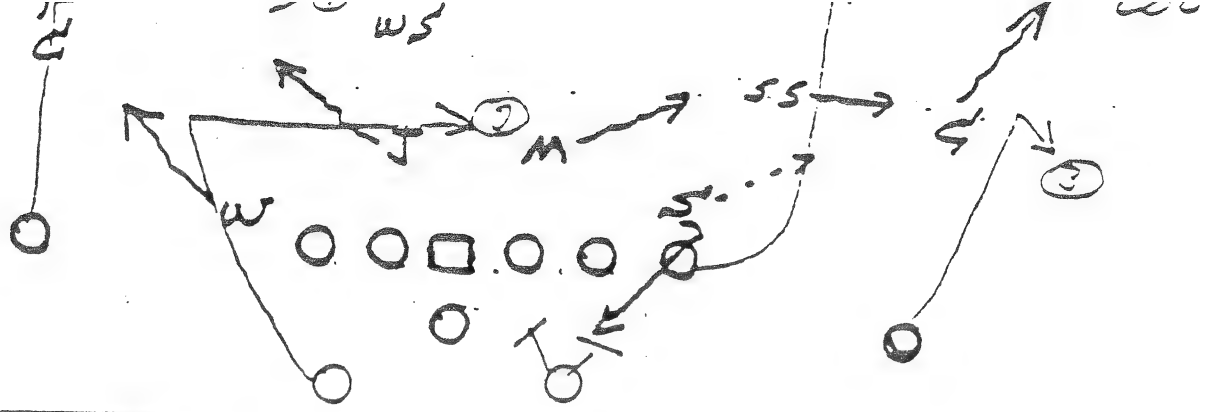
MAN'S

74)



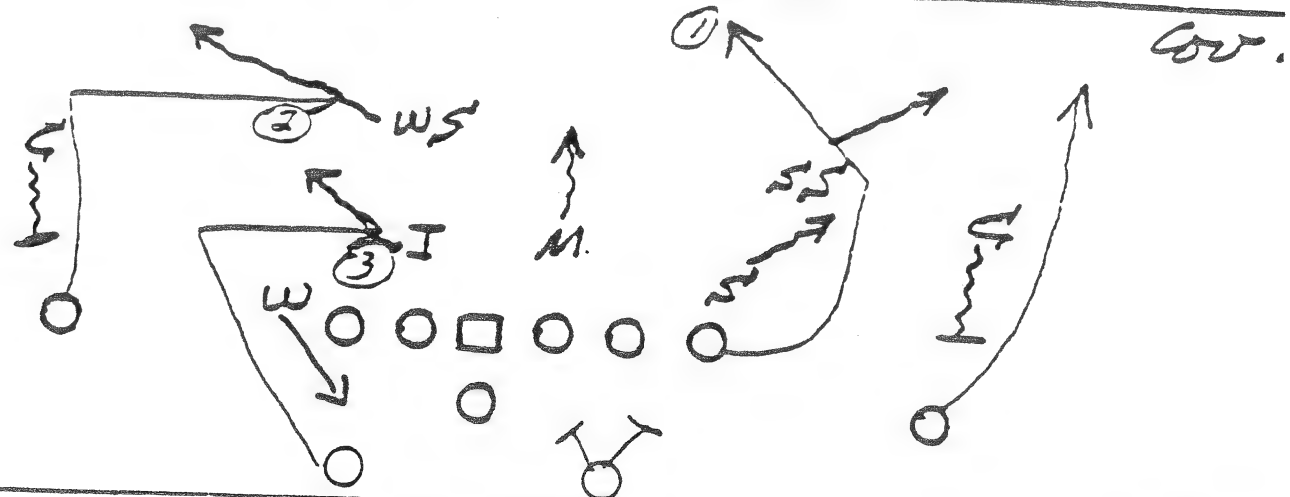
1. X
2. H
3. 4-2

74



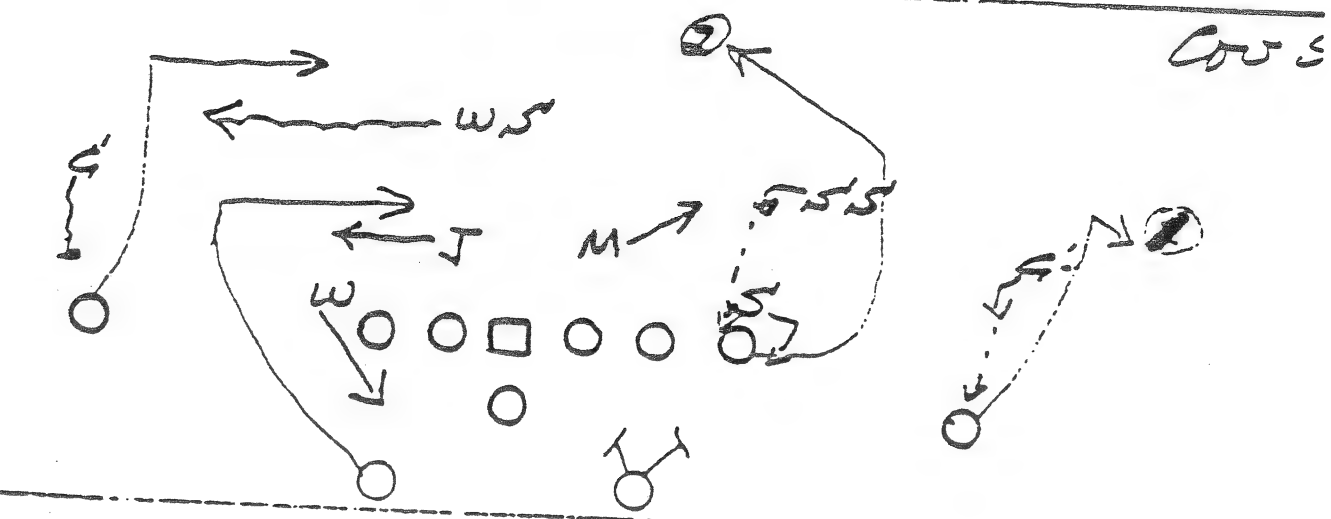
1. 4
2. X
3. H

74

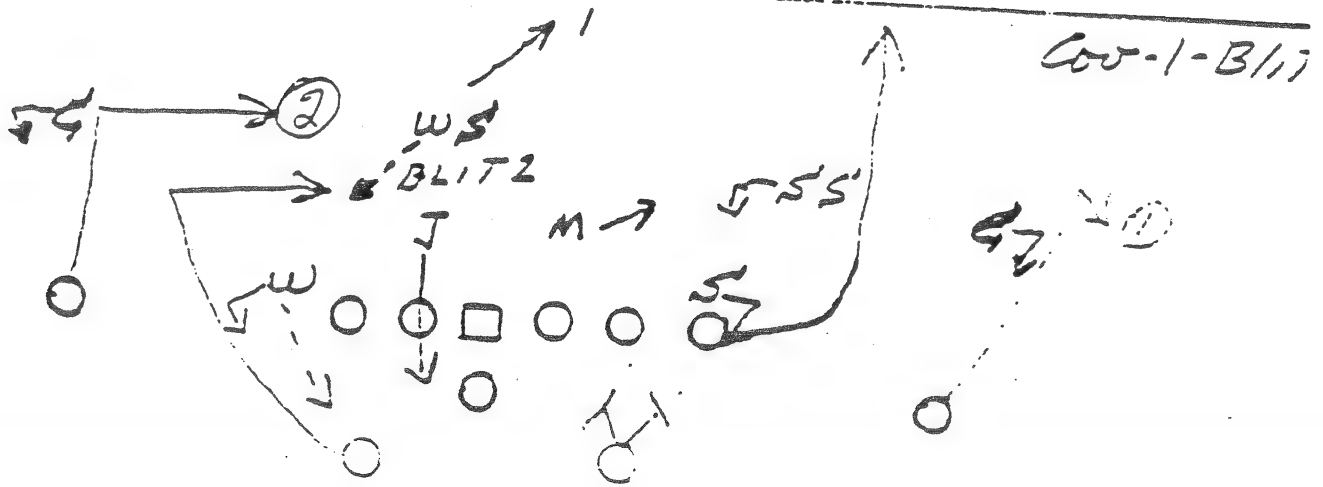


1. 2
2. 4
- 3.

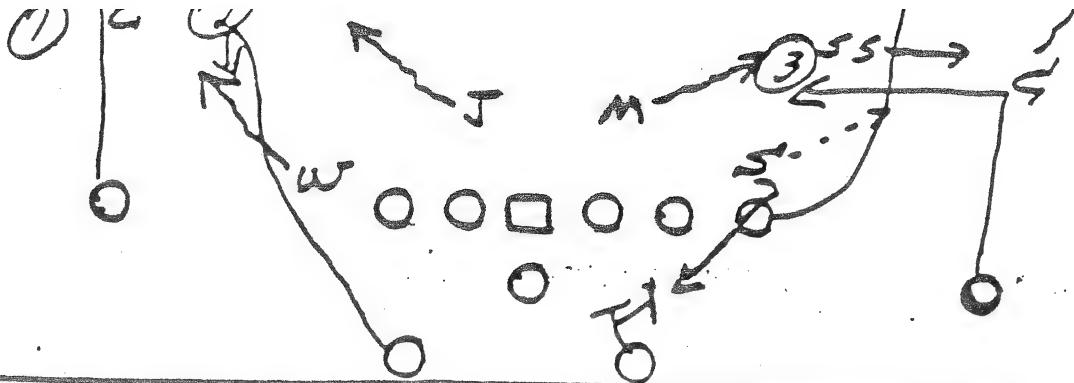
74



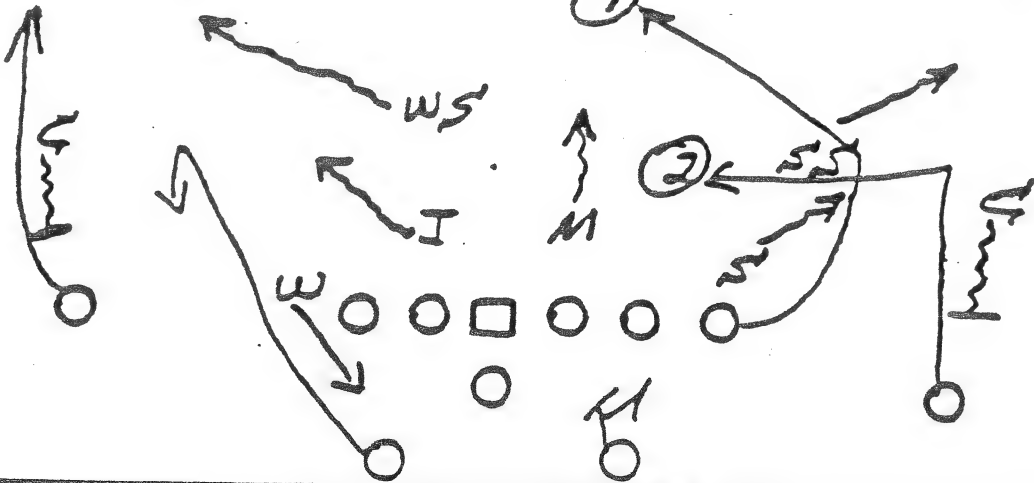
1. X
2. 2
- 3.



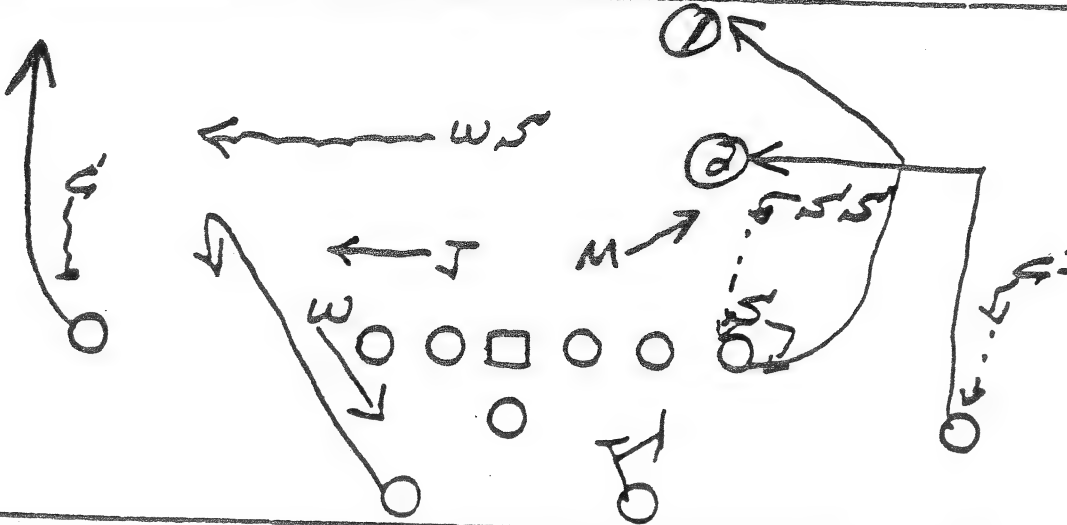
1. X
2. H
3. 2



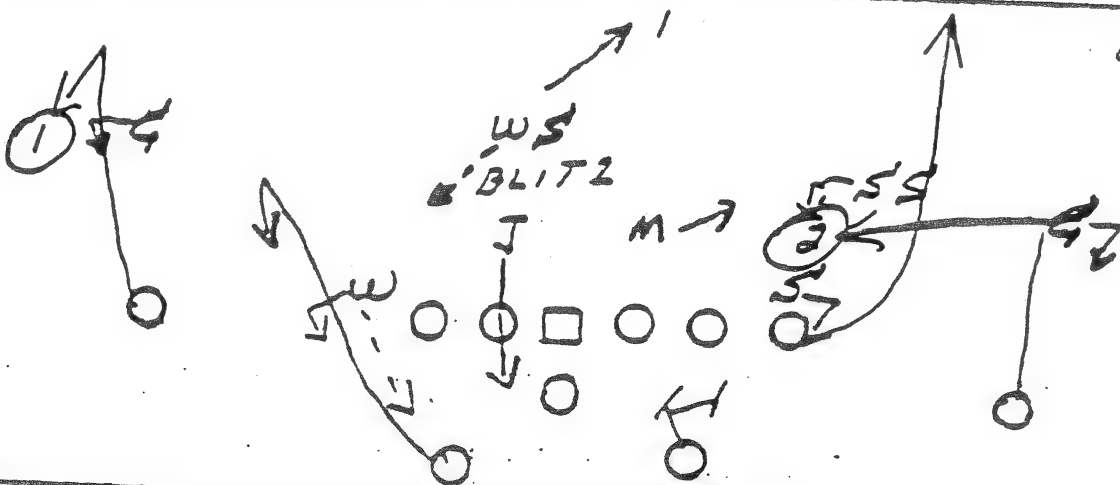
1. 4
2. 2
3.



1. 4
2. 2
3.

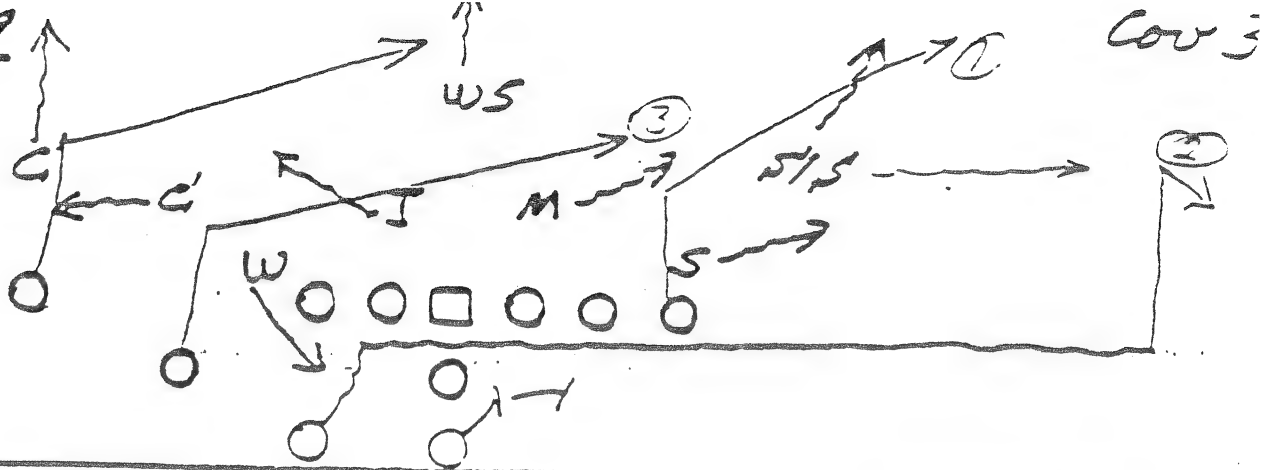


1. X
2. 2
3.



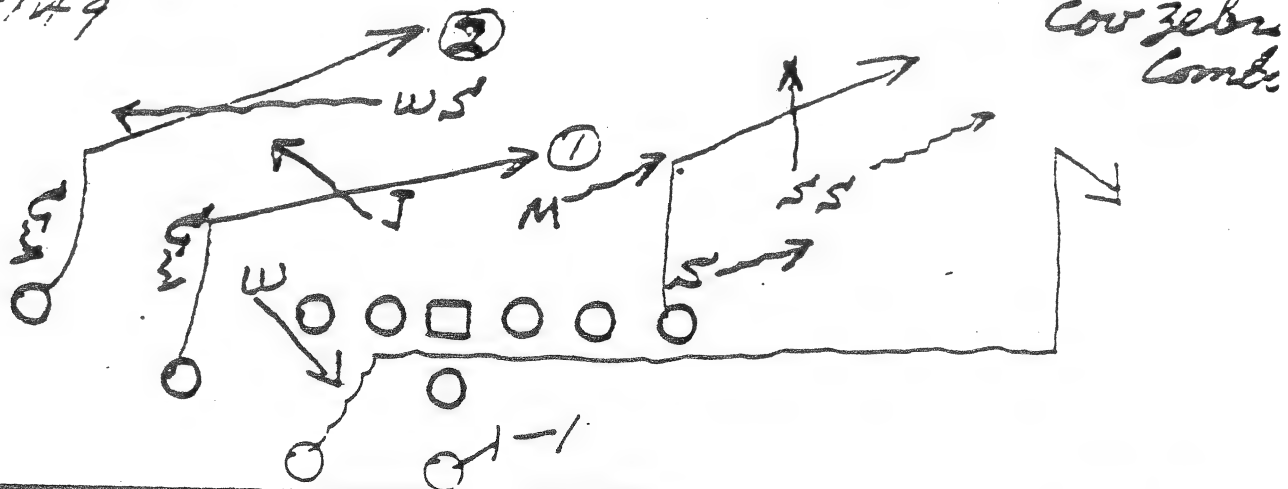
Cov-1-B/ii

14-Y-F/A9



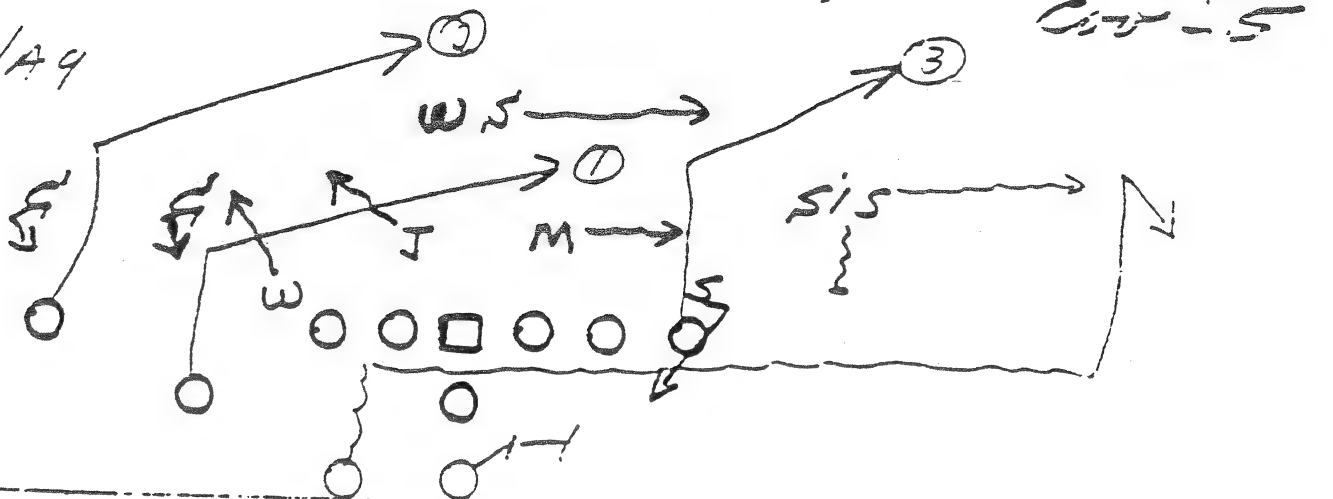
- 1. 4
- 2. H
- 3. 2

74-Y-F/A9



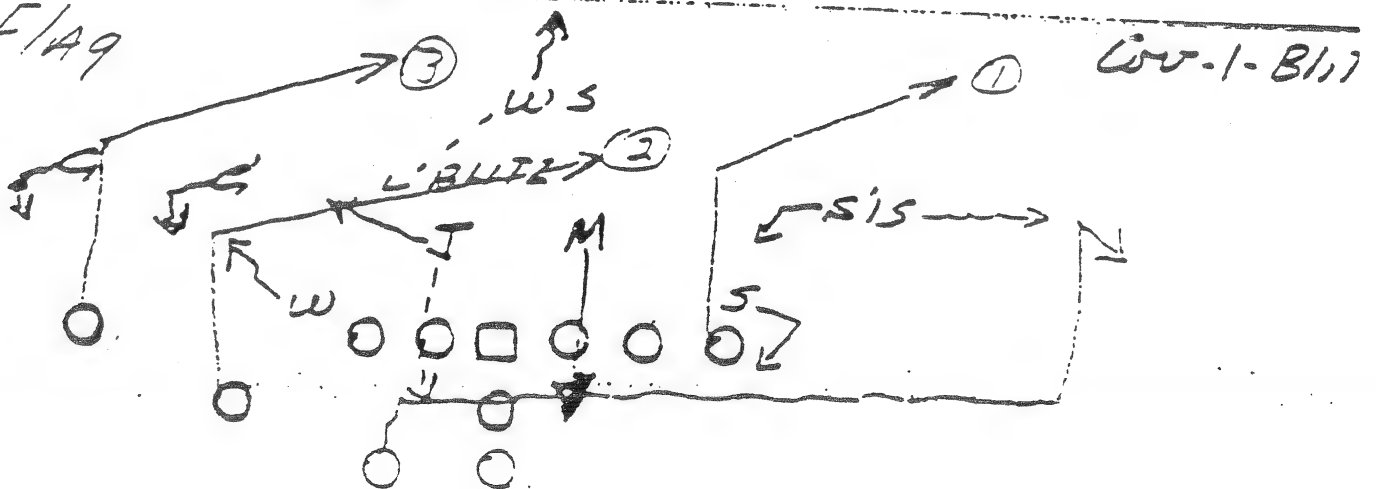
- 1. 2
- 2. X
- 3.

74-Y-F/A9



- 1. 2
- 2. X
- 3. 4

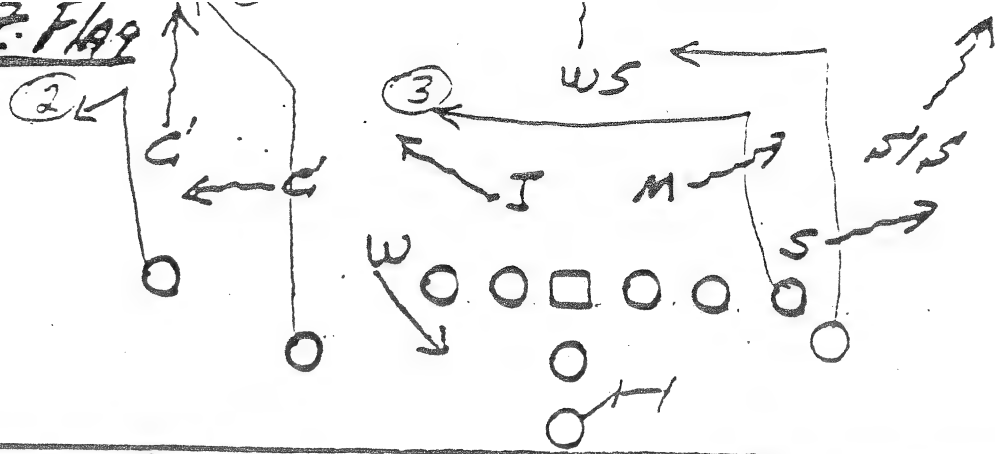
74-Y-F/A9



- 1. 4
- 2. 2
- 3. X

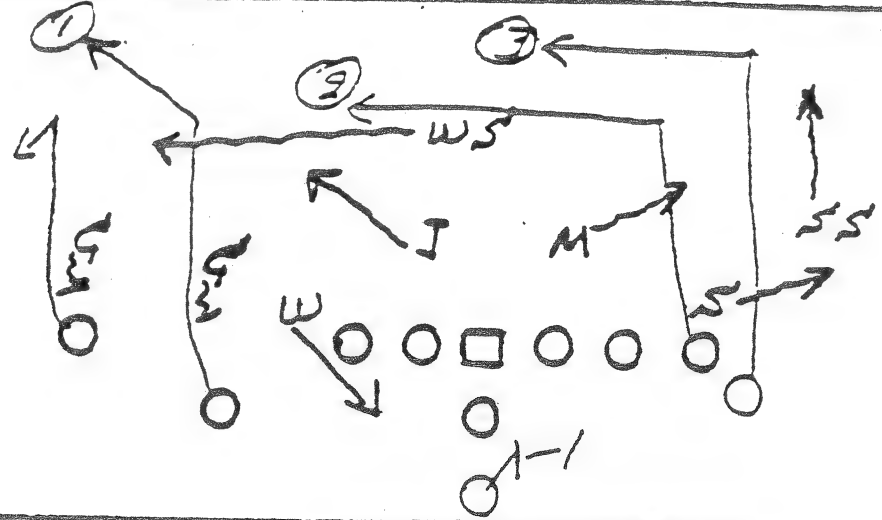
14-Z-Flag

COV 3



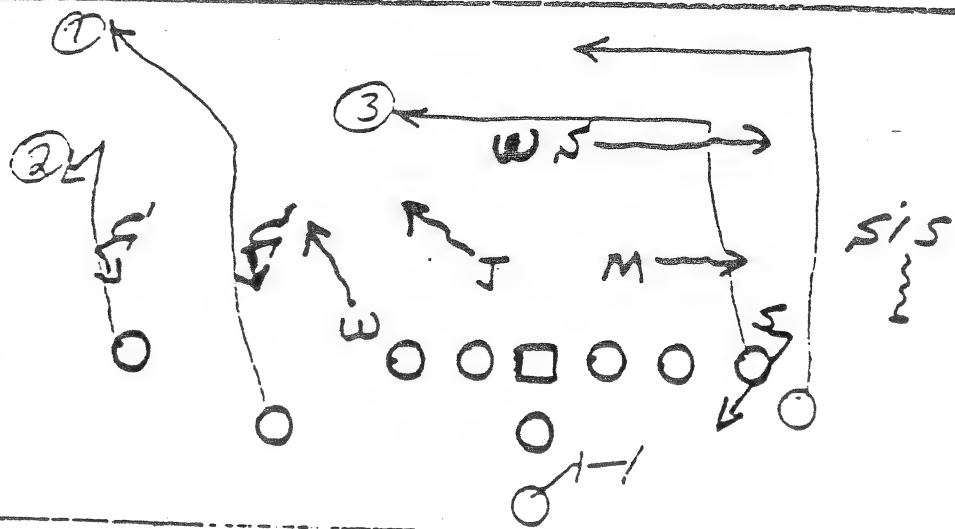
- 1. Z
- 2. X
- 3. Y

COV 3e Br
Comb.



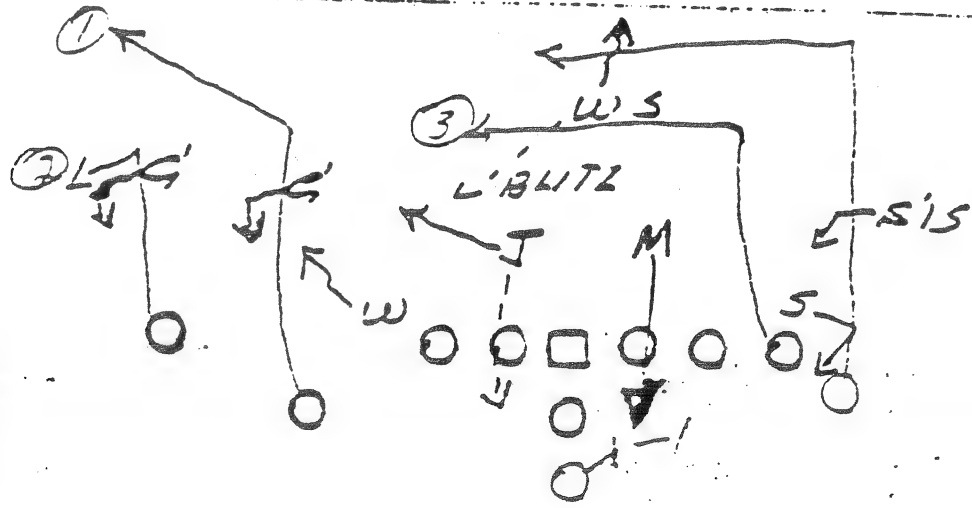
- 1. Z
- 2. Y
- 3. H

COV - 5



- 1. Z
- 2. X
- 3. Y

COV-1-B11.

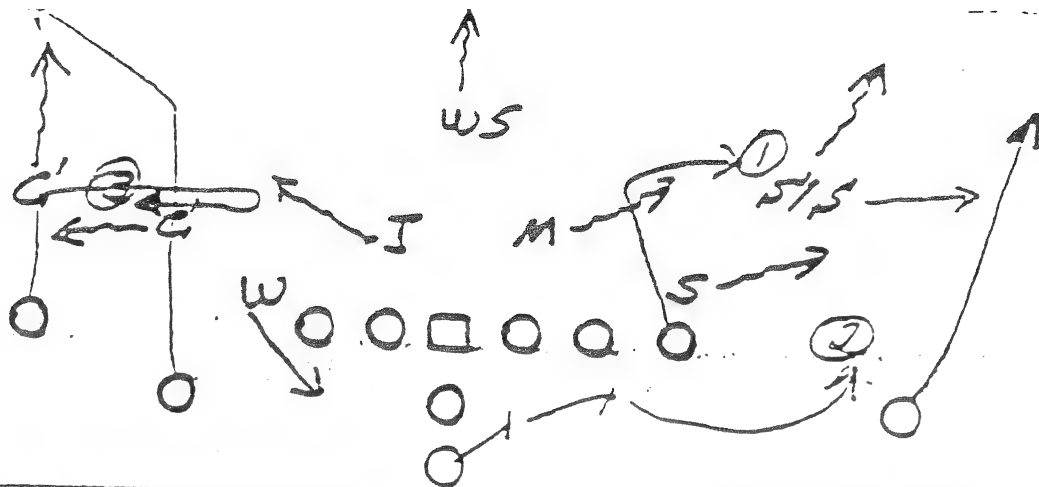


- 1. Z
- 2. X
- 3. Y

74.4. Hook
FV

Cov 3

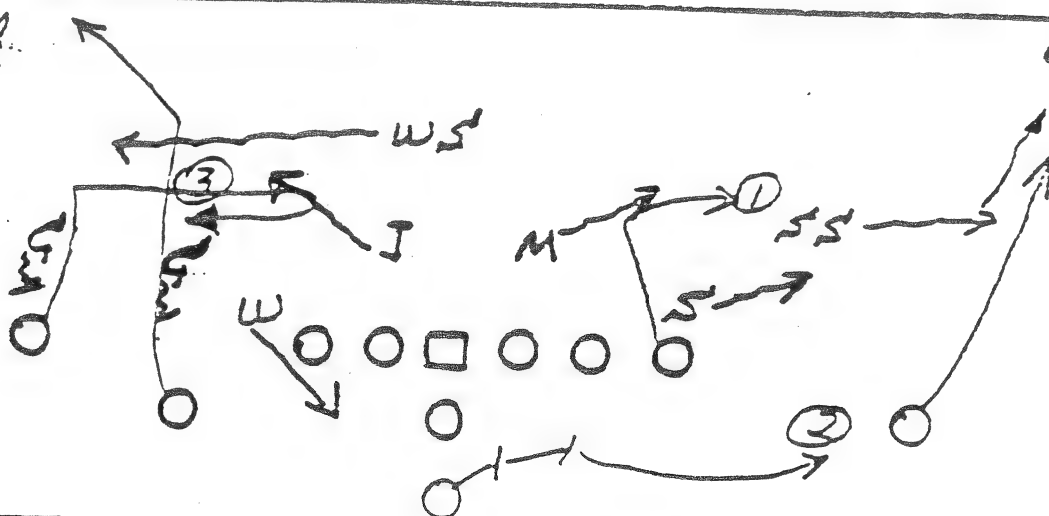
1. 4
2. F
3. X



74.4. Hook
FV

Cov 2
Comb

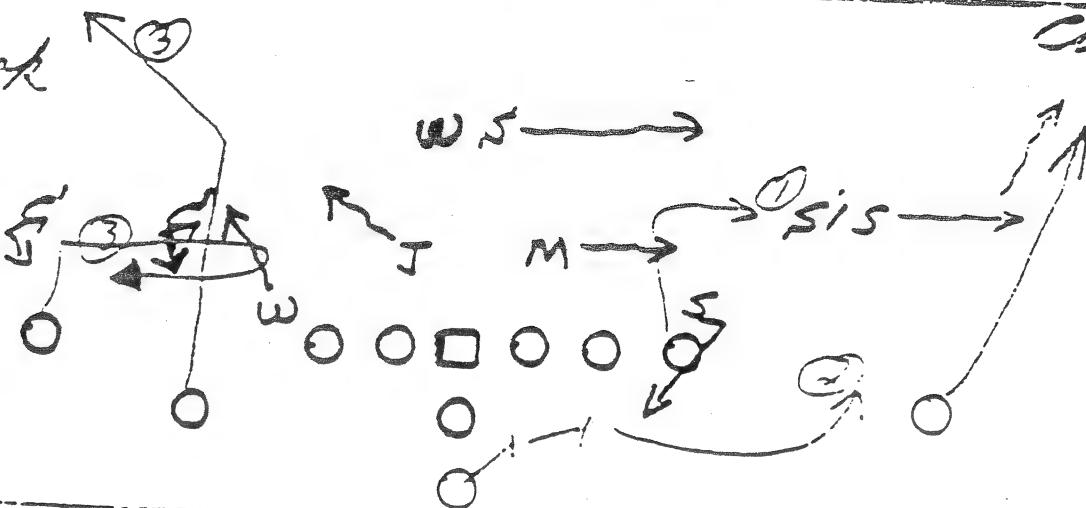
1. 4
2. F
3. X



74.4. Hook
F.V

Cov - 5

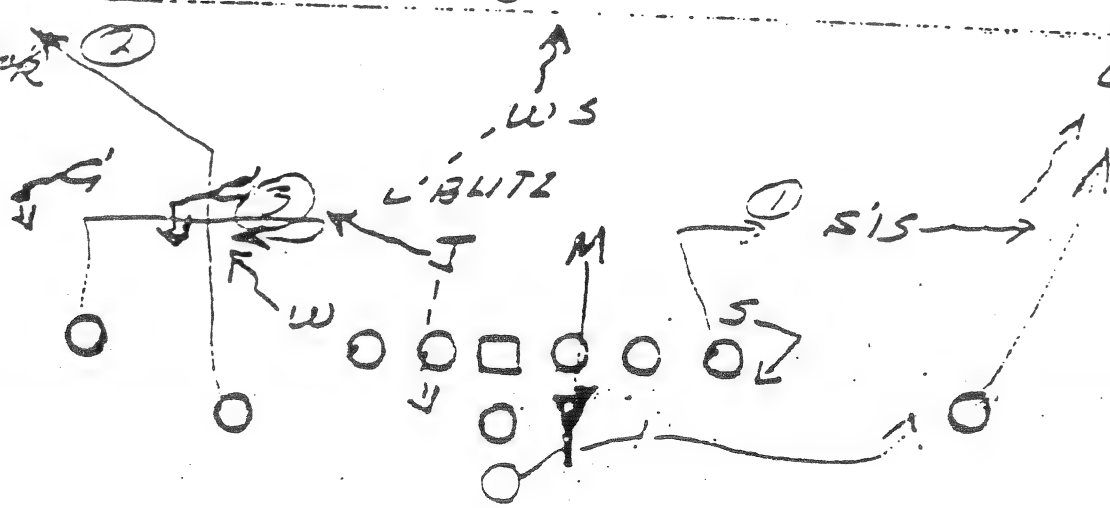
1. 4
2. F
3. 2-X



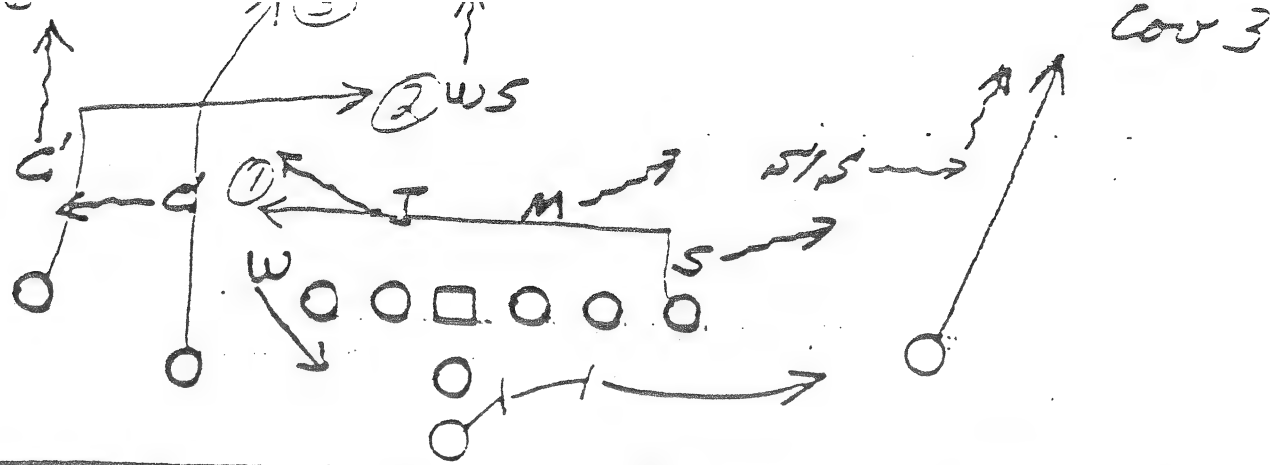
74.4. Hook
FV

Cov - 1 - B1,1

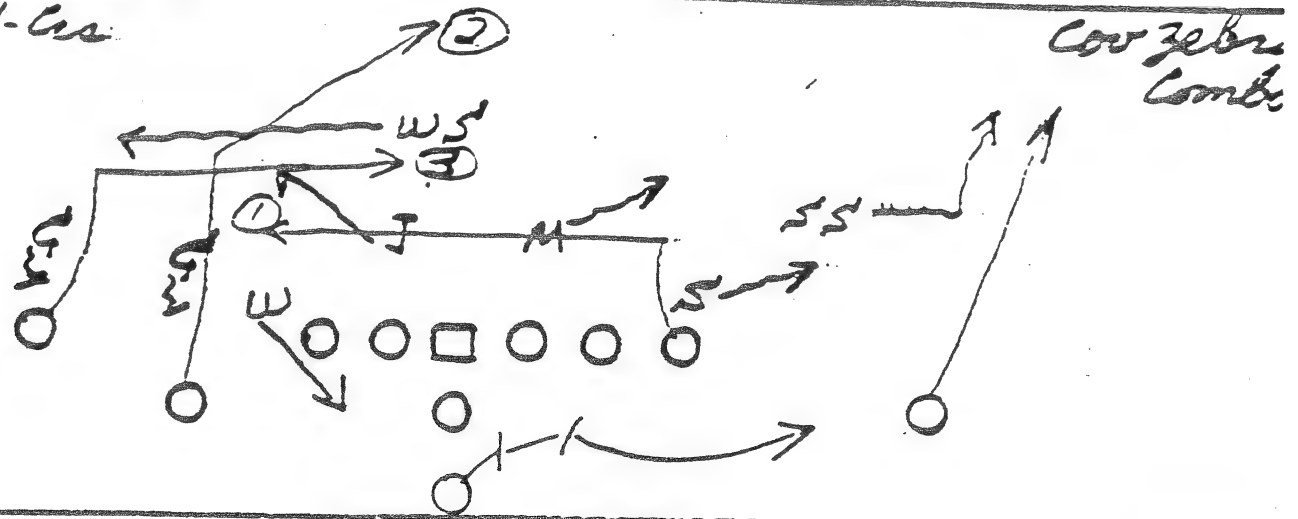
1. 4
2. 2
3. X



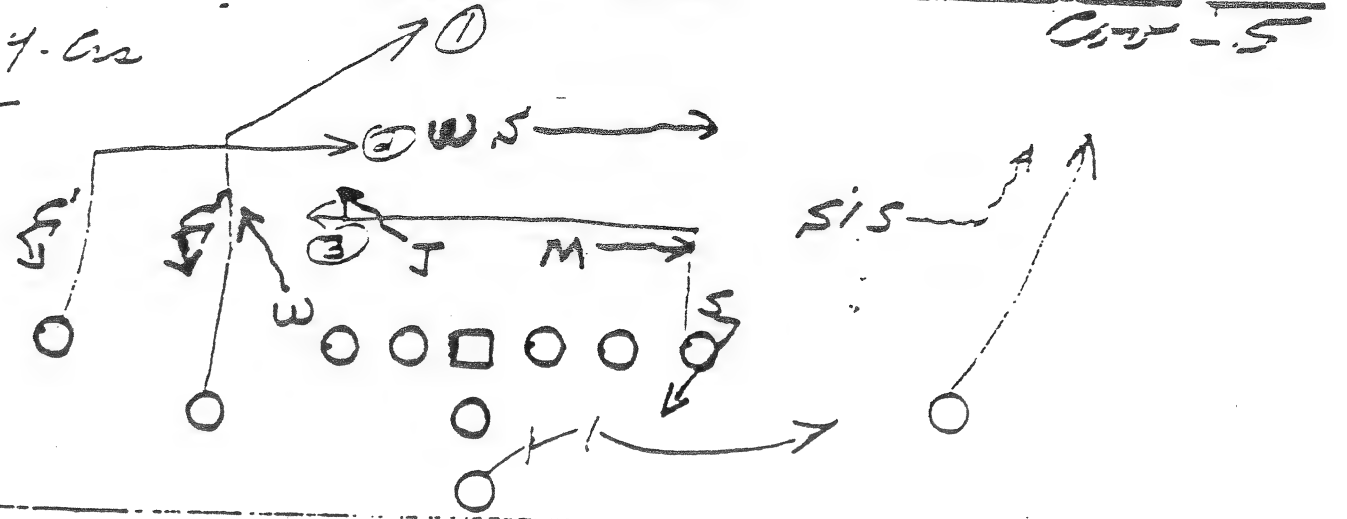
- 1. 4
- 2. X
- 3. 2



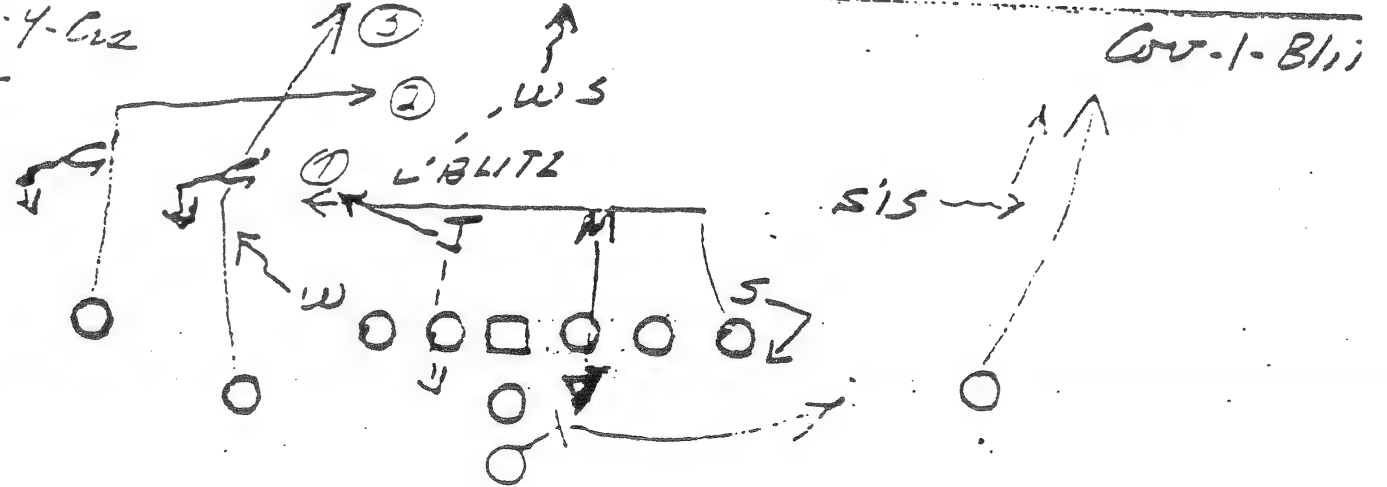
- 1. 4
- 2. 2
- 3. X

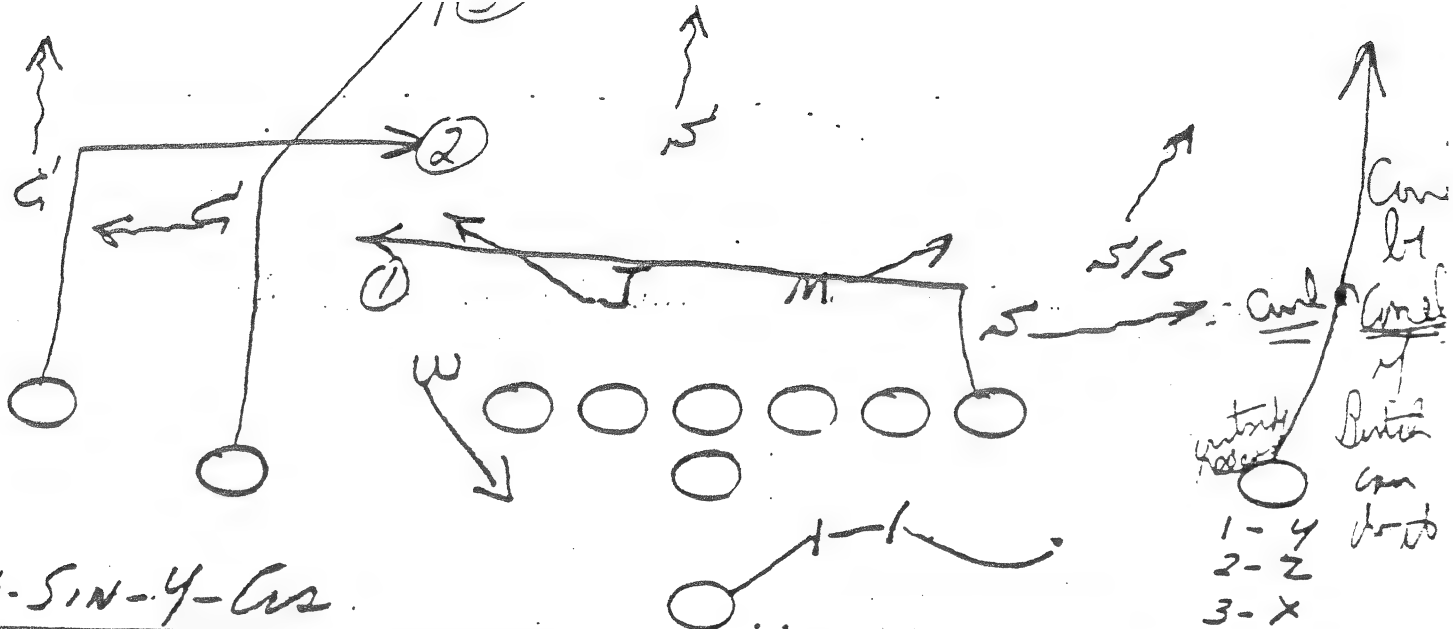


- 1. 2
- 2. X
- 3. 4



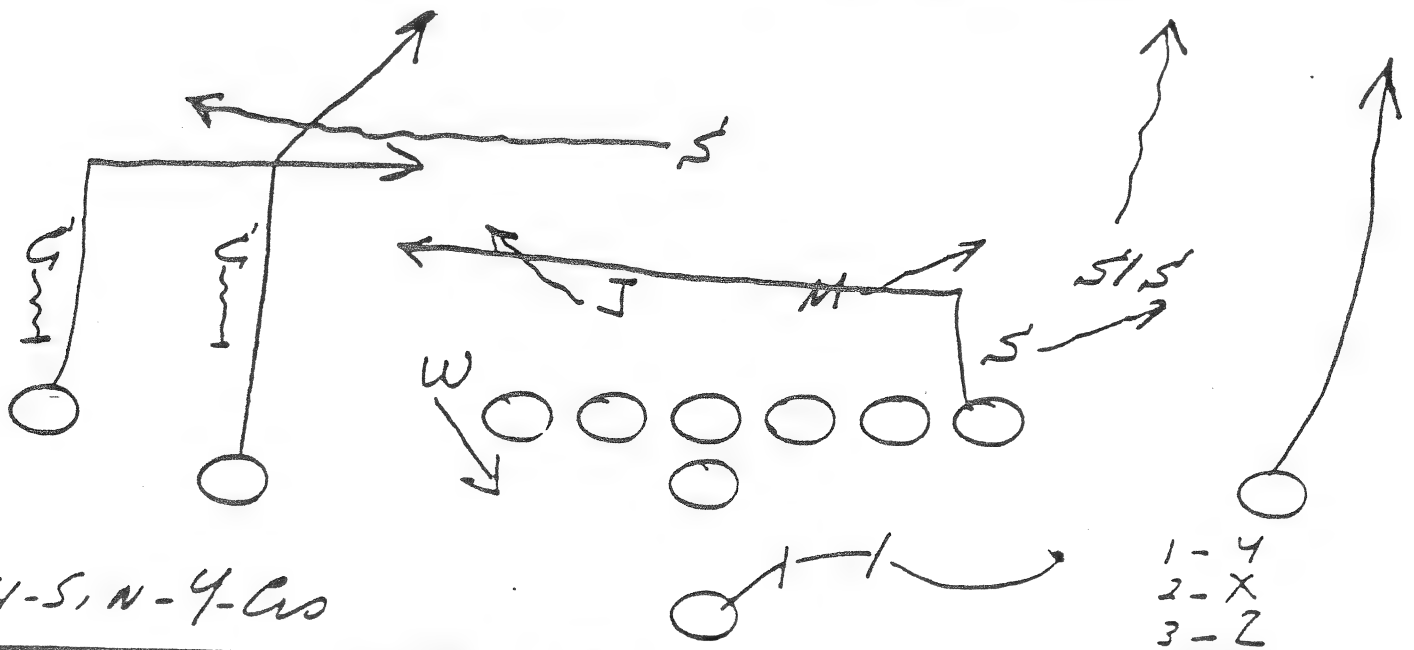
- 1. 4
- 2. X
- 3. 2



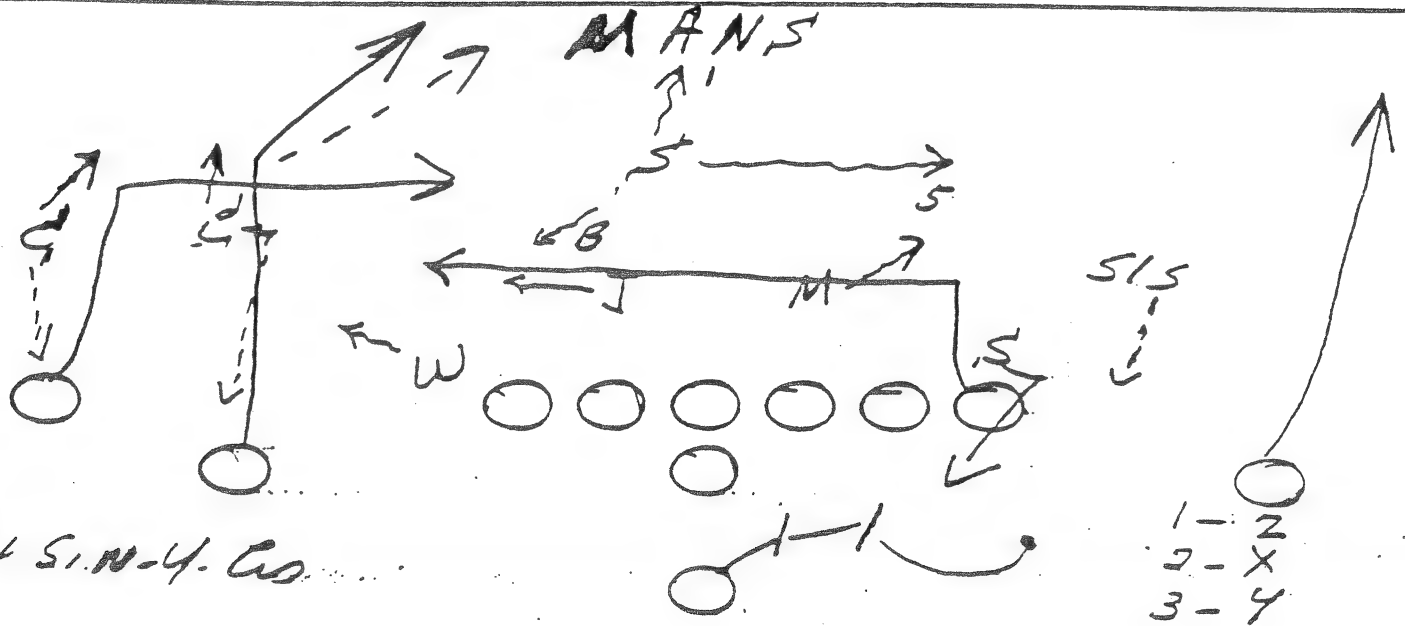


74-SIN-4-CR

ZEBRA-COMBO-LOOK



74-SIN-4-CR

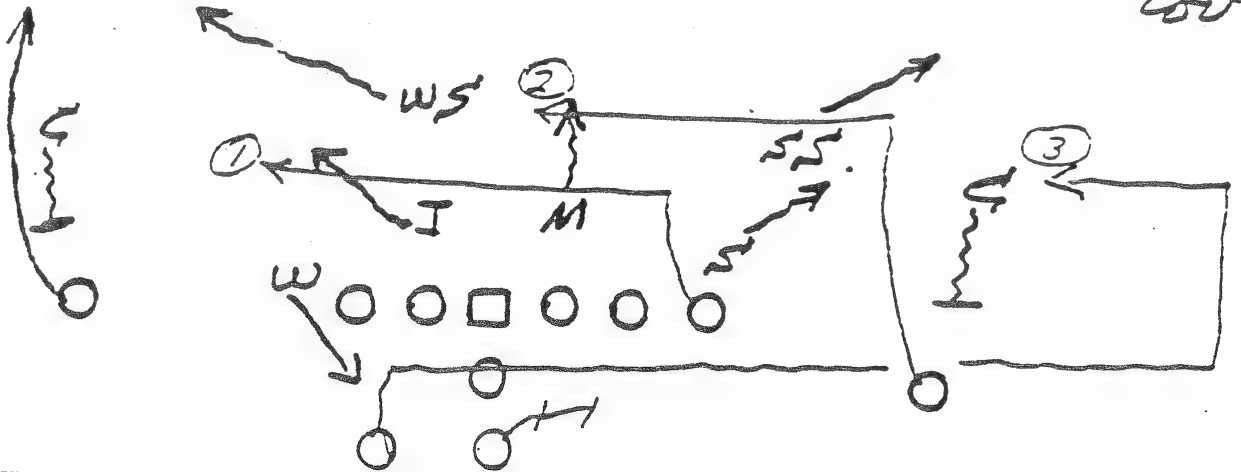


74-SIN-4-CR

1. 4
2. 2
3. 4

74-y-Ga

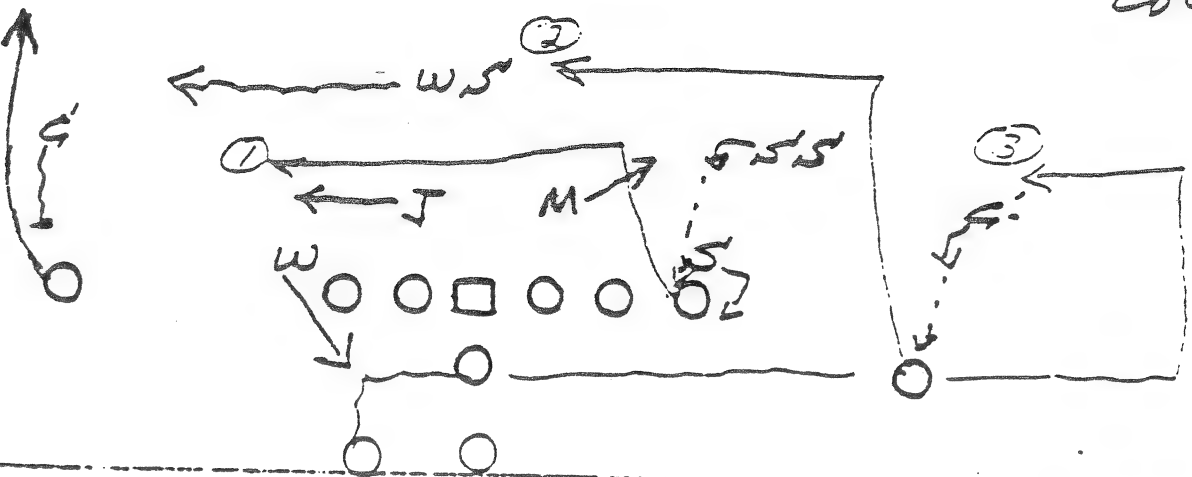
Gr.



1. 4
2. 2
3. 4

74-4-62

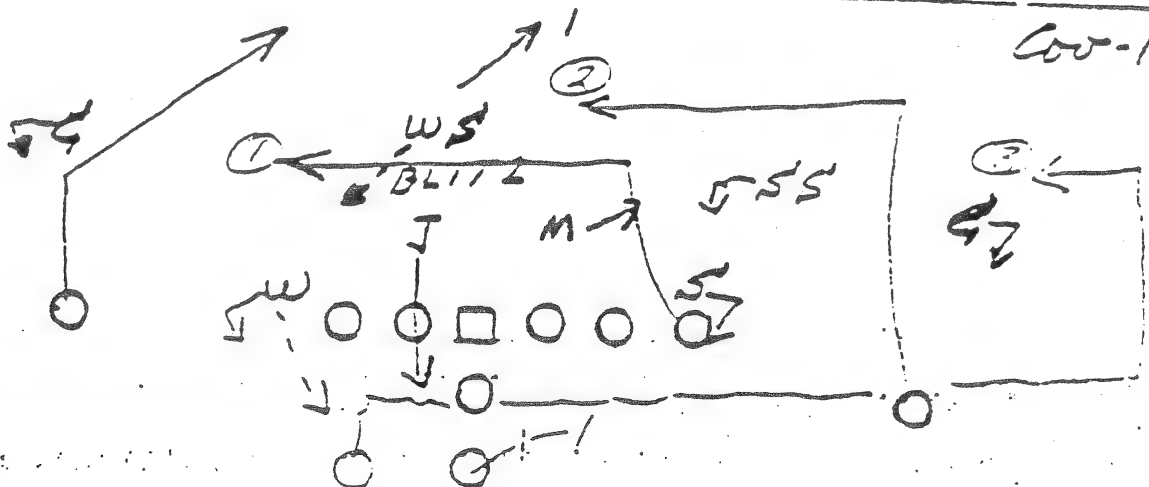
Gr 5



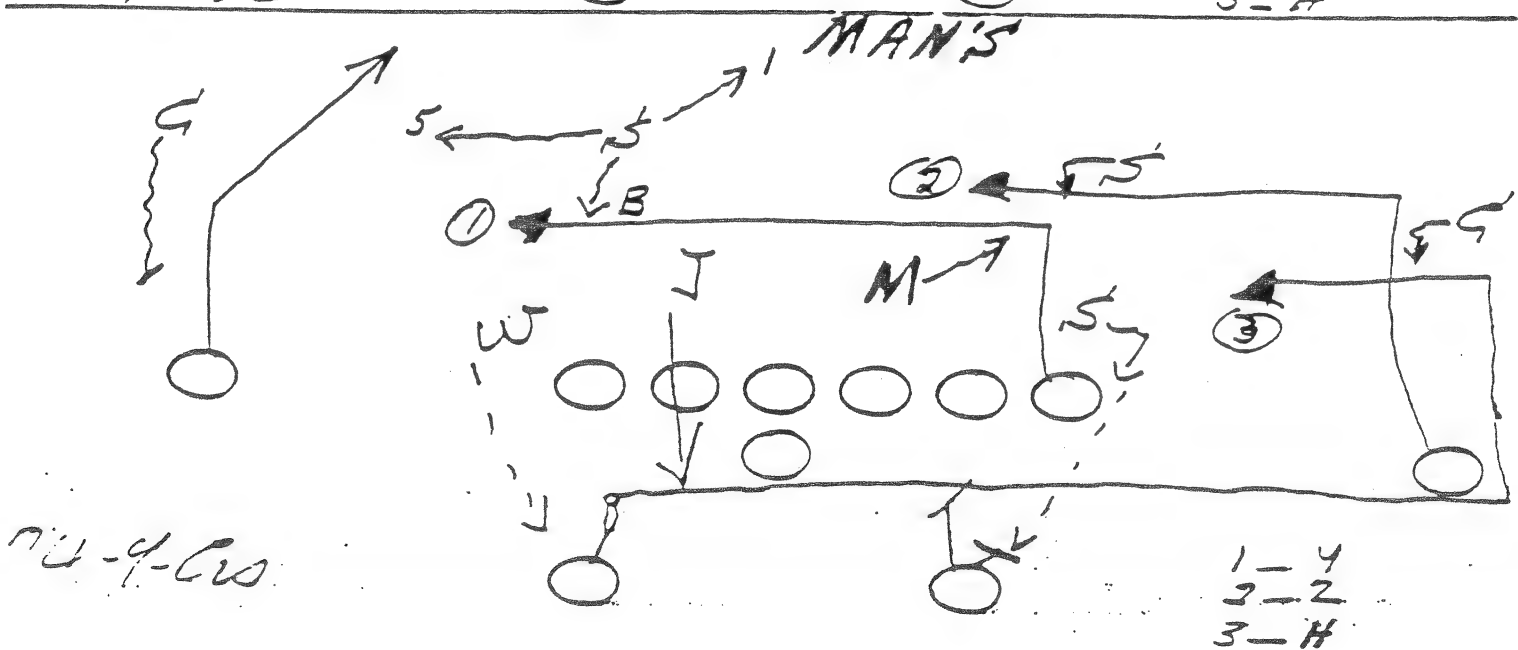
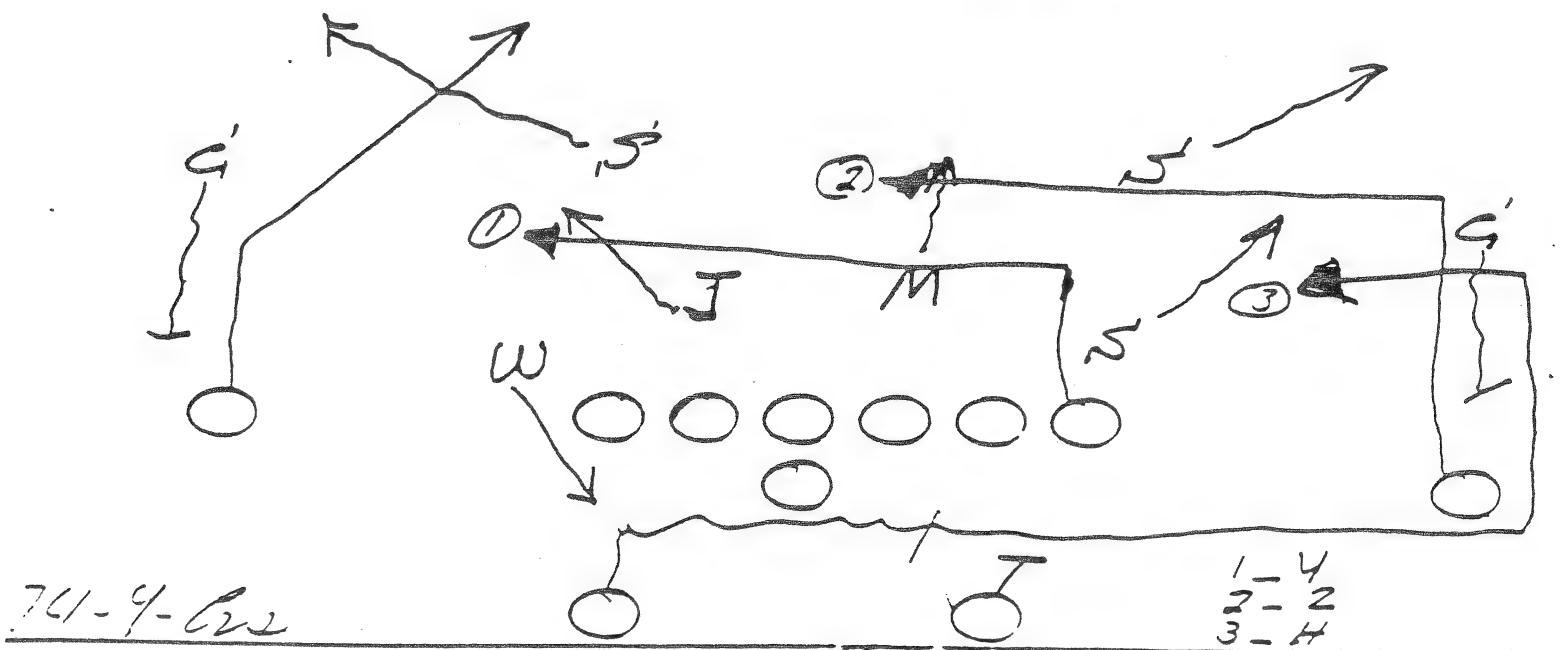
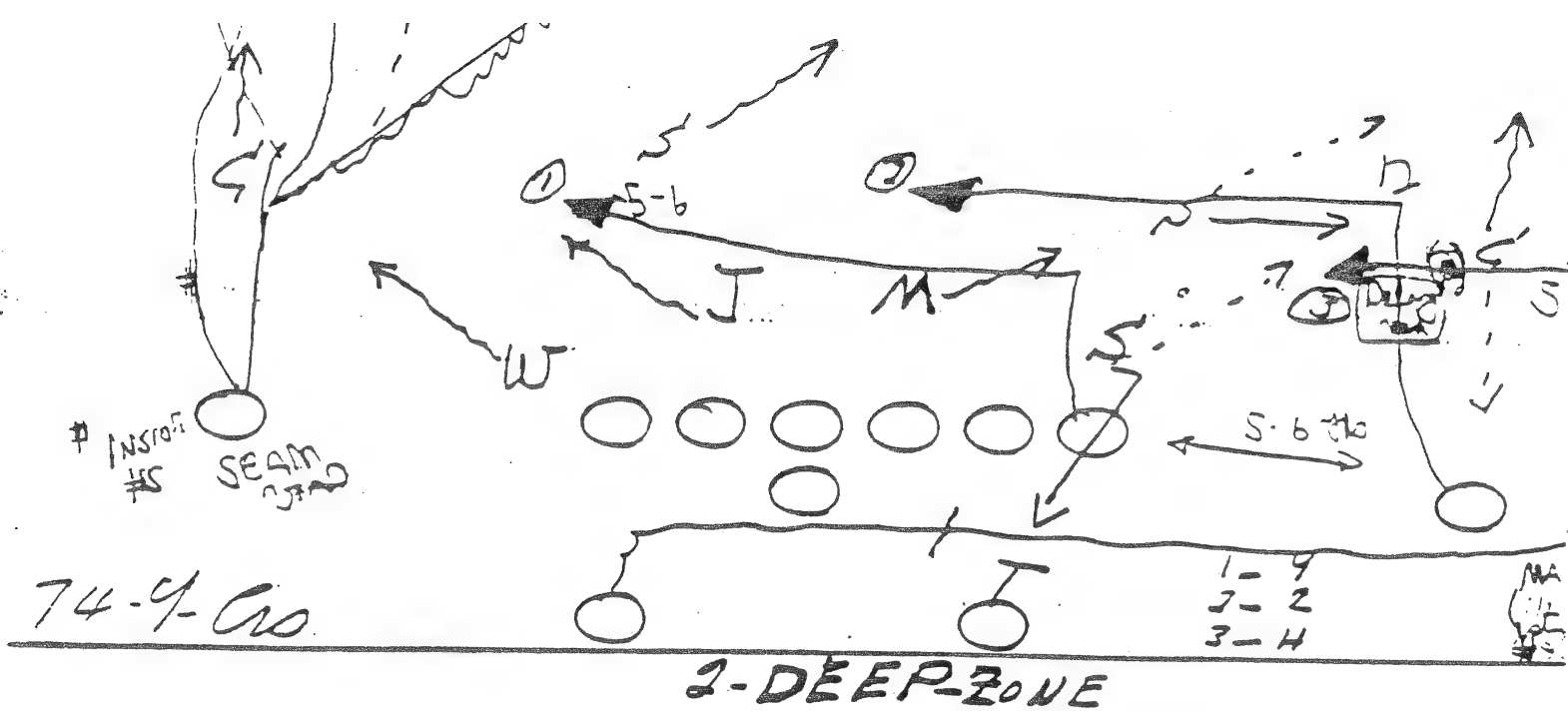
1. 4
2. 2
3. 4

74.4. Cs

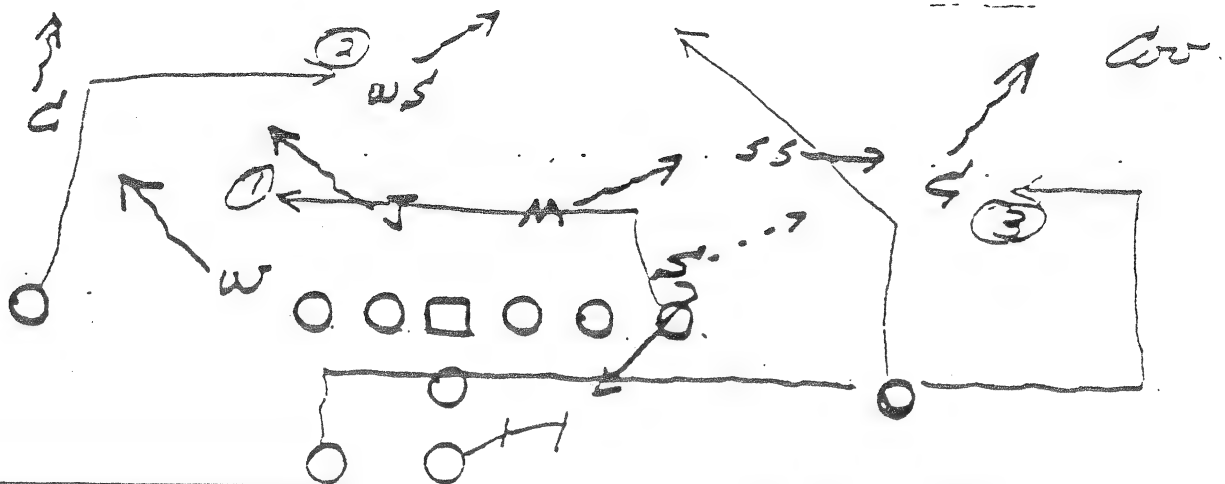
Gov-1-B117.



1. 4
2. 2
3. H-X

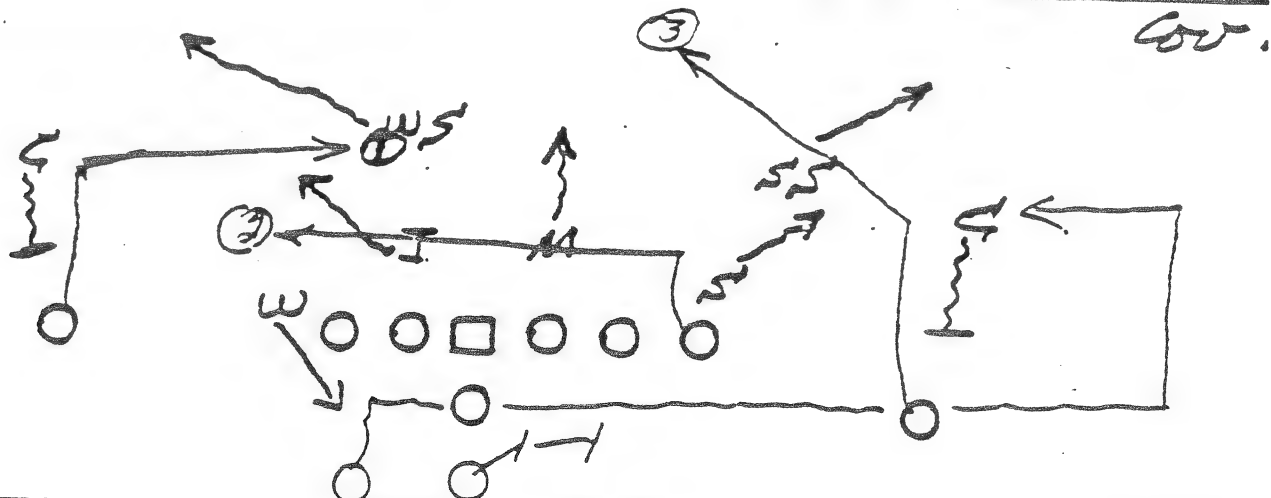


74-X-1N



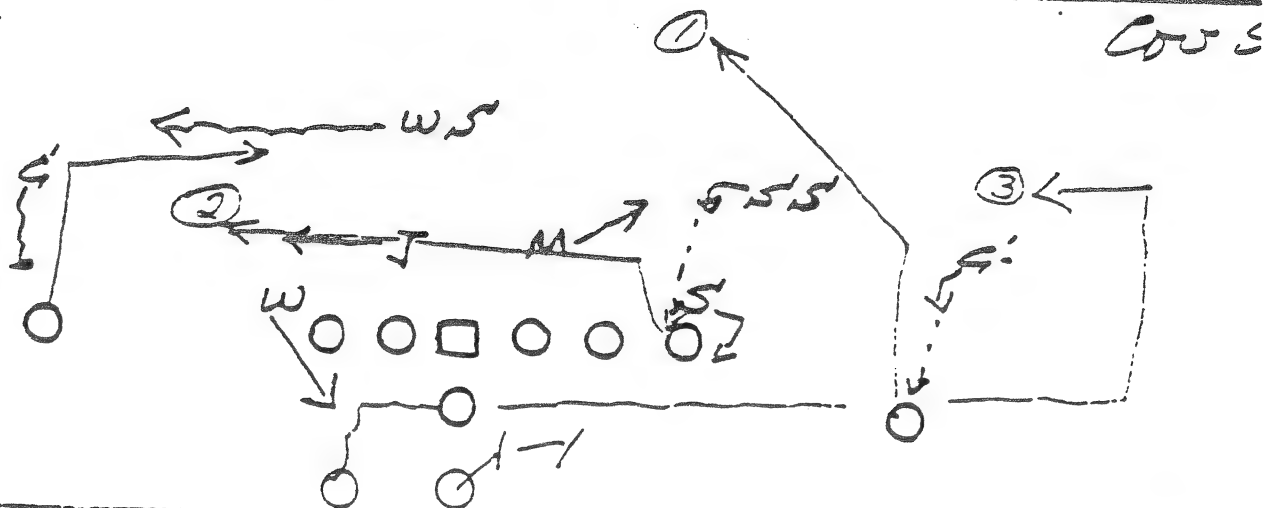
1. $y = x$
2. $x = y$
3. H

74-X-1 N



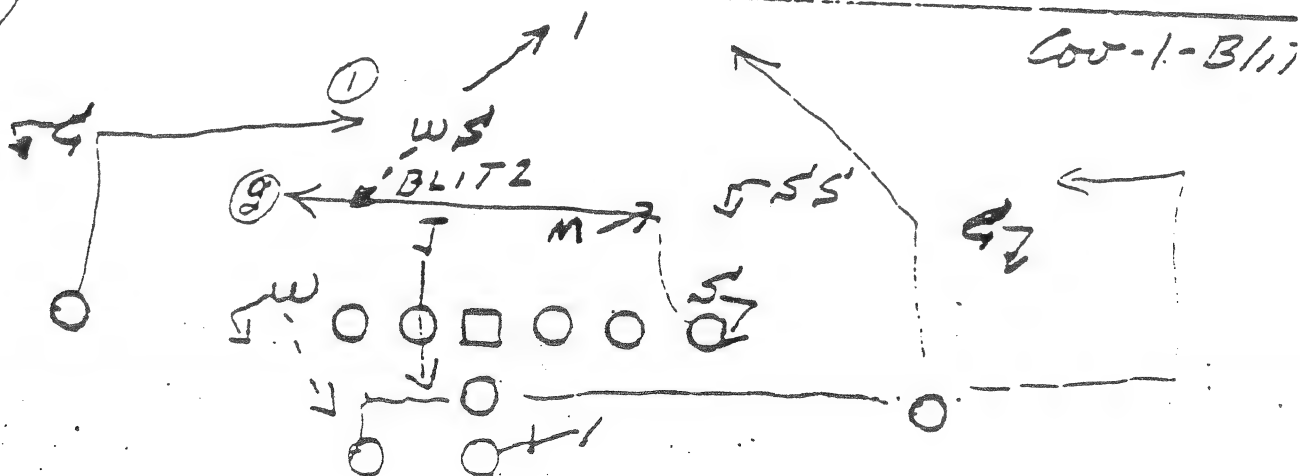
1. 4-X
2. X-4
3. 2-2

74-X-1N



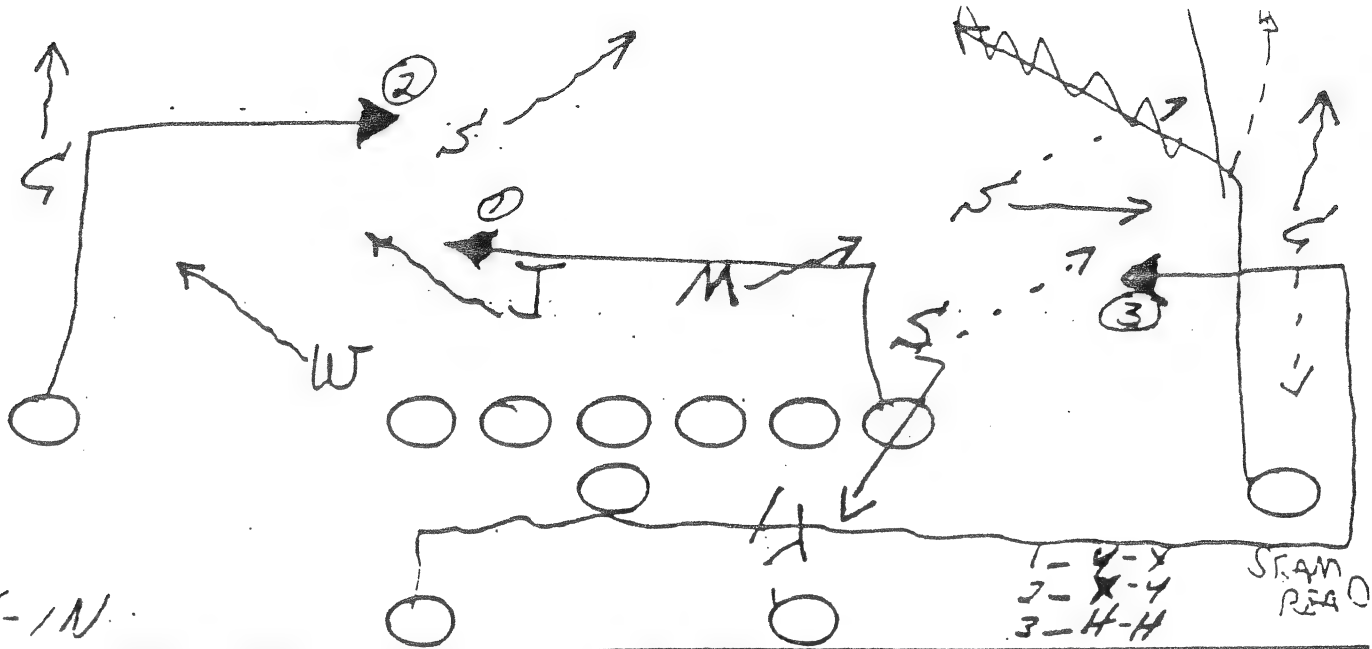
1. 2
2. 4
3. 4

74-X-114



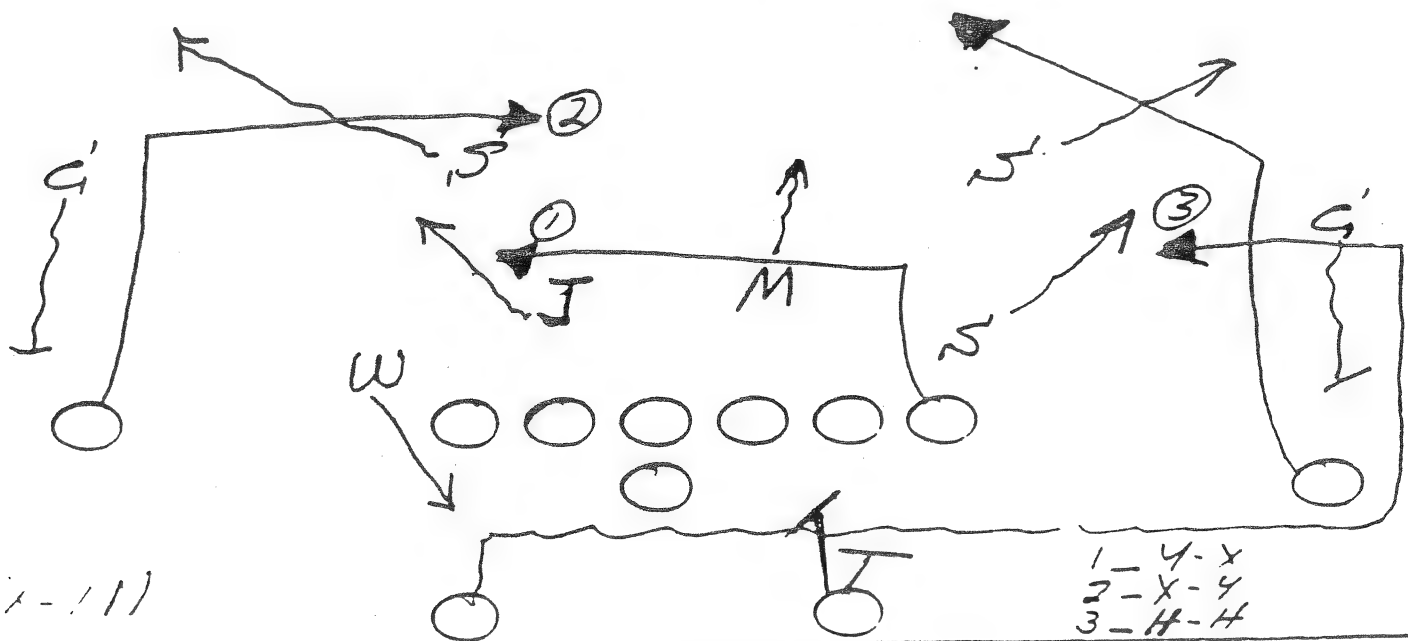
1. X
2. 4
3.

74-X-1N

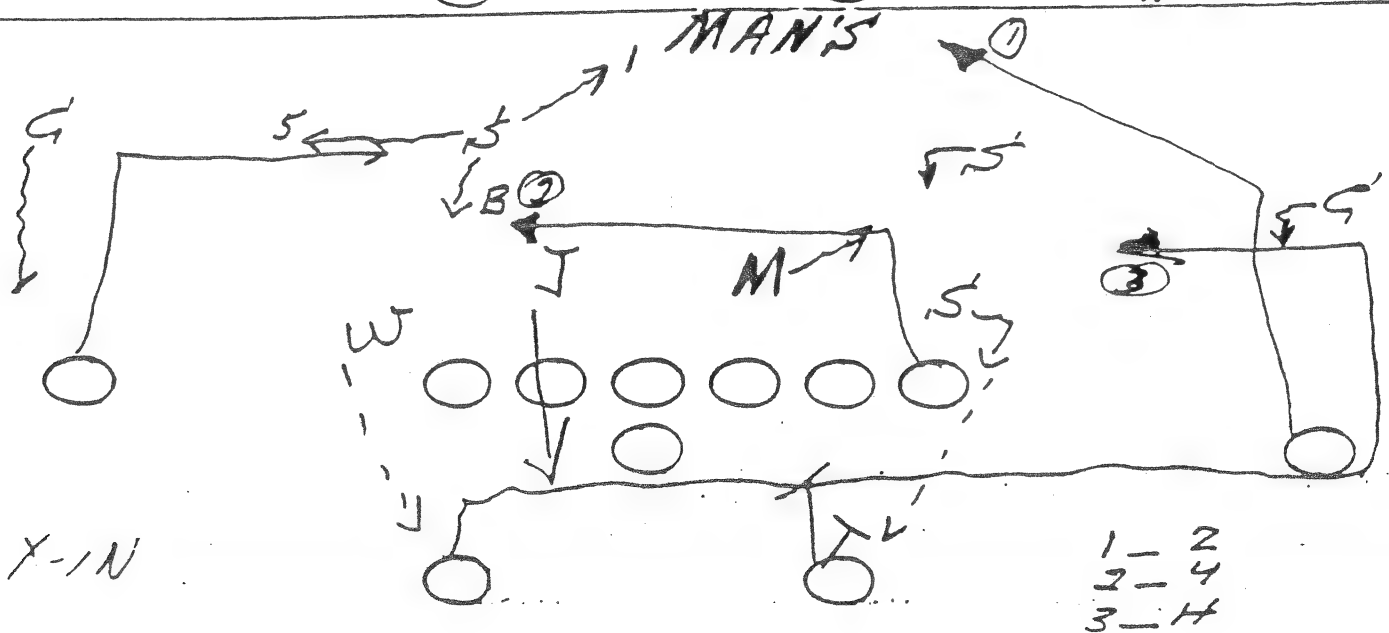


2-DEEP-ZONE

74-X-111



74-X-1N



1. 2

2.

3.

1. E-X

2. X-2

3.4

[illegible]

1. H

2, 5

3.

Hand-drawn schematic diagram of a power distribution system. The diagram shows a main line with two branches. The left branch includes a transformer labeled 'WS' and a bus labeled 'BUT 2'. The right branch includes a transformer labeled 'SSS'. The main line is labeled 'M'. There are several circles representing loads or components, and a square representing a transformer. The diagram is labeled 'COW-1-B/11' and '42'.

Gov-1-B11j

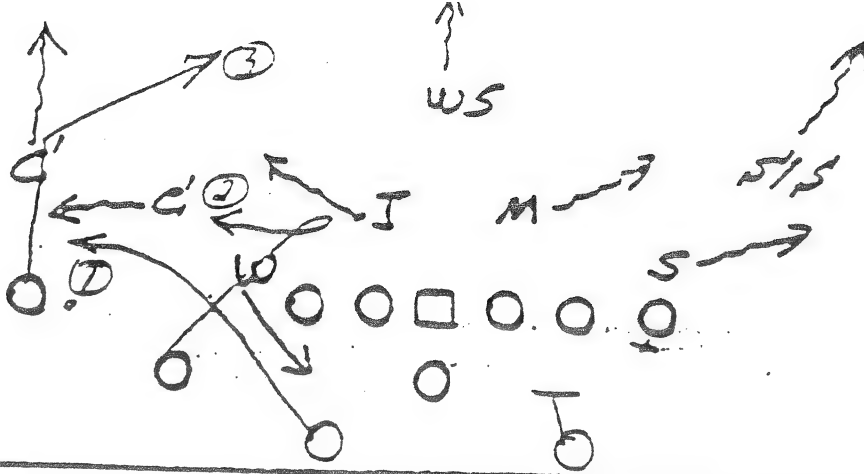
1. H

2. 2

3.

14 Pic out
SLOW

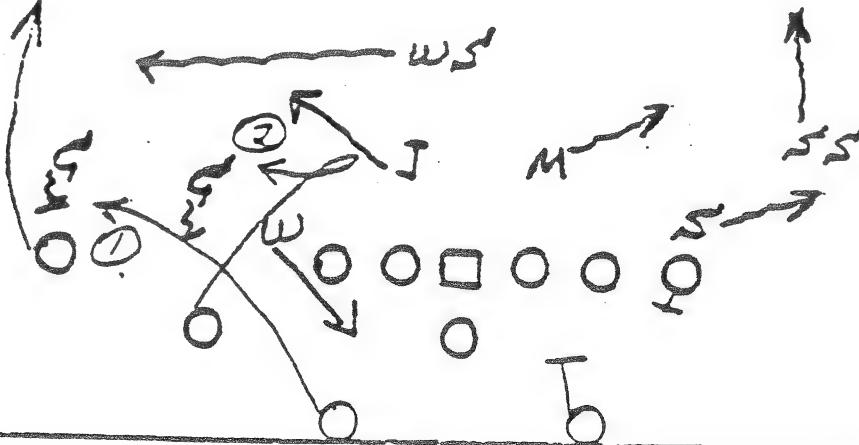
Cov -



- 1. H
- 2. X
- 3. 2

74 Pic out
SLOW

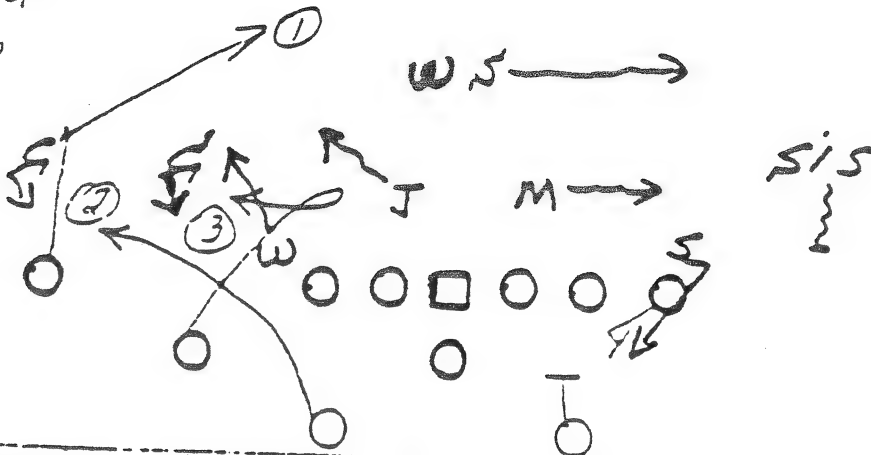
Cov 3ebr
Comb



- 1. H-2
- 2. 2-H
- 3.

74 Pic out
SLOW

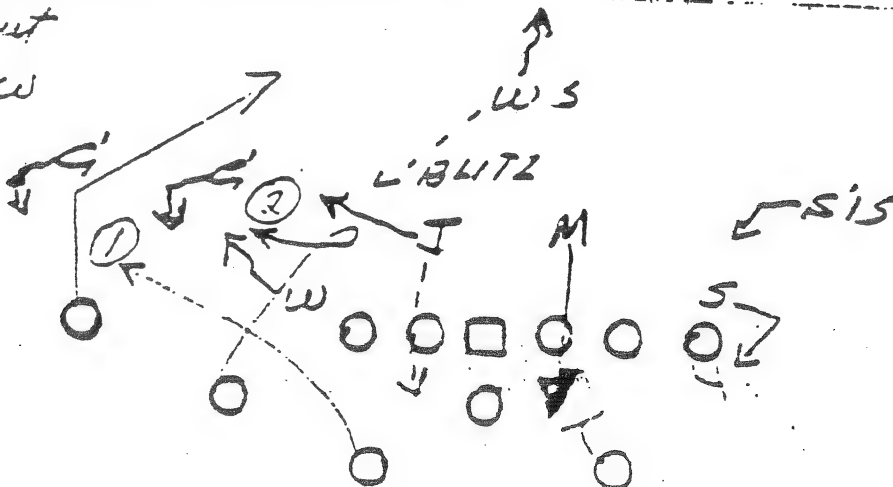
Cov - 5



- 1. X
- 2. H
- 3. 2

74 Pic out
SLOW

Cov - 1 - Bl.

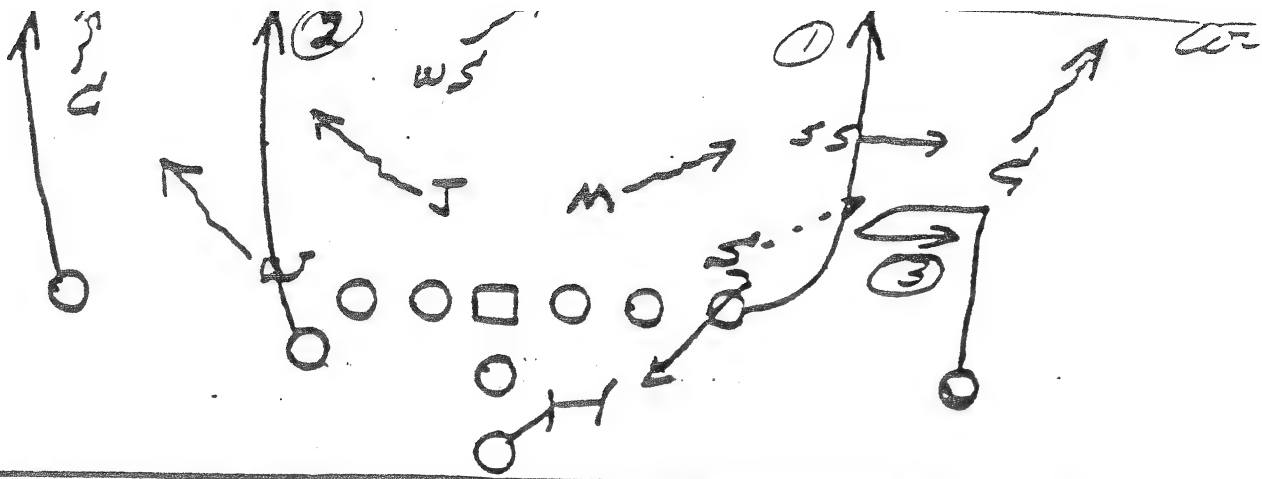


- 1. H
- 2. 2
- 3.

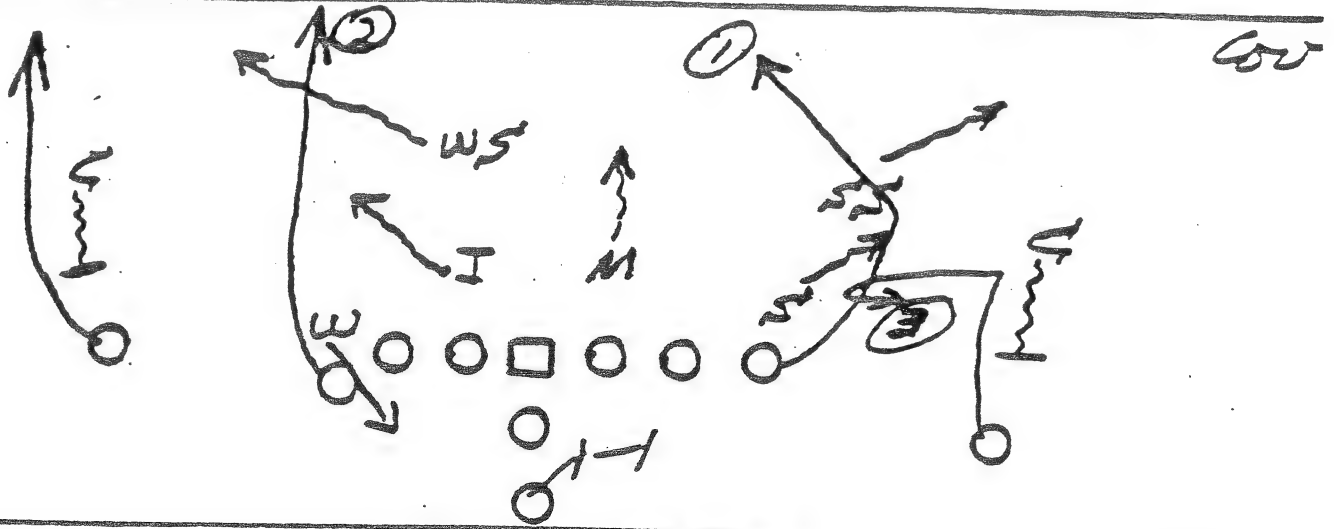
74-DBL
SEAM

5

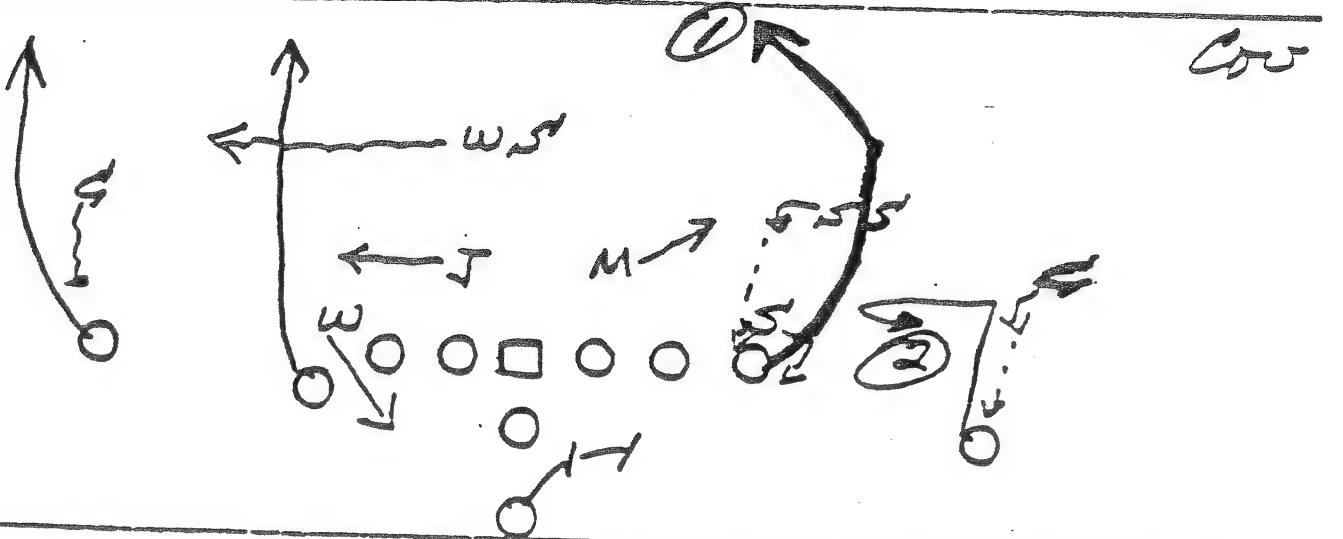
1. 4
2. H
3. 2



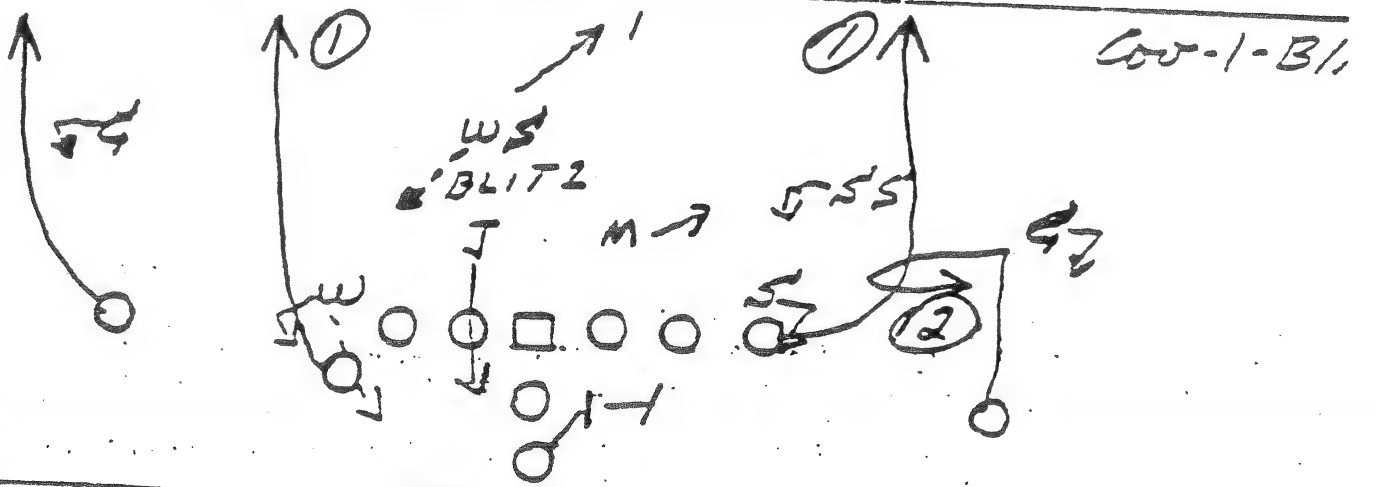
1. 4
2. H
3. 2



1. 4
2. 2
3.



1. 4
2. H
3. 2



82-83 Semi CB

- Game Plan dictates side
- Man - Zone - Under Cover tells you to go
 - Z - F - Y on Str Side or
 - X - H - Y on Wk Side
- CP - Alert for P-3 Cover
- CP - 2 Cover - X & Z Run Fades, Y Short

84-85 Delay

- 3 Deep Zone - X - Z will read with QB on inside or outside route
- 2 Deep Zone - Str side - Y - Z (CP - F)
 - Wk side - H - X
- Man - Y - Z on Smash Str
 - H - X on Smash Wk

82-83 H-Sneak

- 3 Deep Zone - Z - H - Y (CP - Y Late)
- 2 Deep Zone - Z - H
- Man - Y - Z

84-85 F-Sneak

- 3 Deep Zone - X - F
- 2 Deep Zone - X - H - F
- Man - Y - Z - X

82-83 X-In

- 3 Deep Zone - X - H - Y
- 2 Deep Zone - X - H - Y
- Man - X - Z

84-85 Pick

- Zone - Z - F - Y
- Man - F - Y - Z

84-85 Pick Out

- Zone - F - Z - Y
- Man - Y - F - Z

30 QB READS

B

82-83 Semi CB

- Game Plan dictates side
- Man & Zone - Under Cover tells you to go
 - Z - F - Y on Str Side or
 - X - H - Y on Wk Side
- CP - Alert for P-3 Cover
- CP - 2 Cover - X & Z Run Fades, Y Shoot

84-85 Delay

- 3 Deep Zone - X - Z will read with QB on inside or outside route
- 2 Deep Zone - Str side - Y - Z (CP - F)
 - Wk side - H - X
- Man 1 - Y - Z on Smash Str
 - H - X on Smash Wk
- Man 5 - Y - Z

82-83 H-Sneak

- 3 Deep Zone - Z - H - Y (CP - Y late)
- 2 Deep Zone - Z - H - Y - X Run Fade on Roll
- Man - Y - Z - H

84-85 F-Sneak

- 3 Deep Zone - X - F - H
- 2 Deep Zone - X - F - H
- Man 1 - Y - Z - X
- Man 5 - Z - Y

82-83 X-In

- 3 Deep Zone - X - H - Y
- 2 Deep Zone - X - H - Y
- Man 5 - Z
- Man 1 - X

84-85 Pick

- Zone - Z - F - Y
- Man - Z - F - Y

84-85 Pick Out

- Zone - F - Z - Y
- Man - F - Z - Y

82 Dig B's Flat
Rip (Slot)

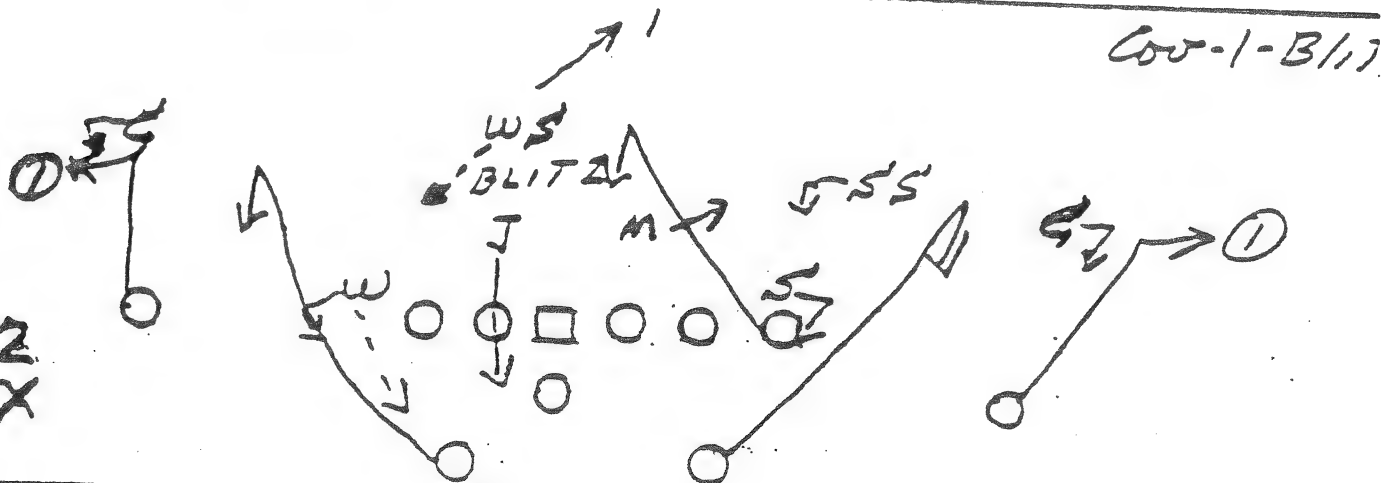
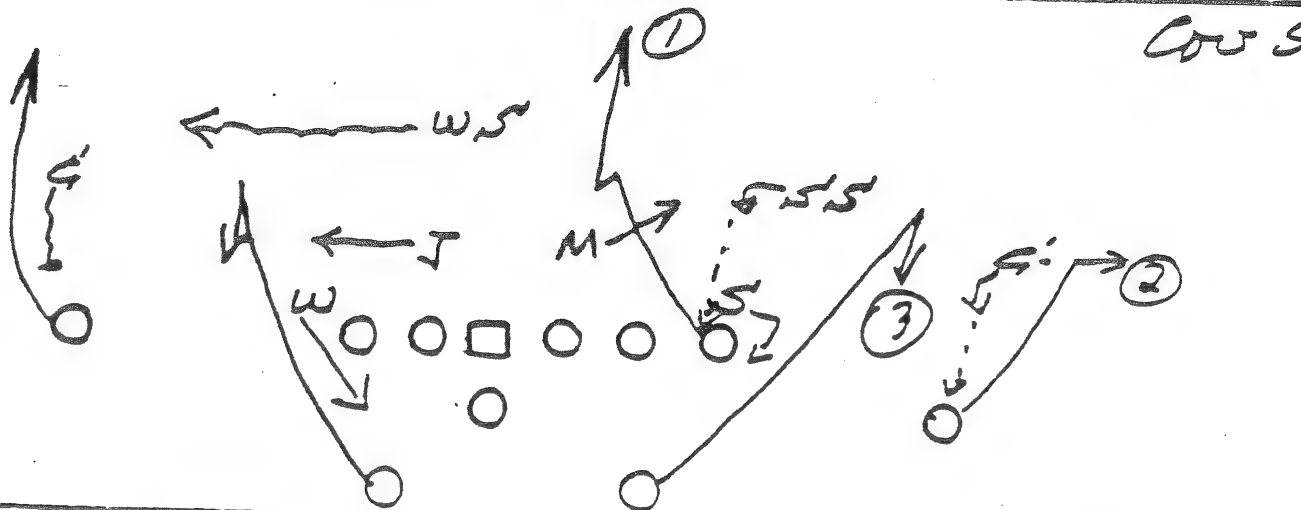
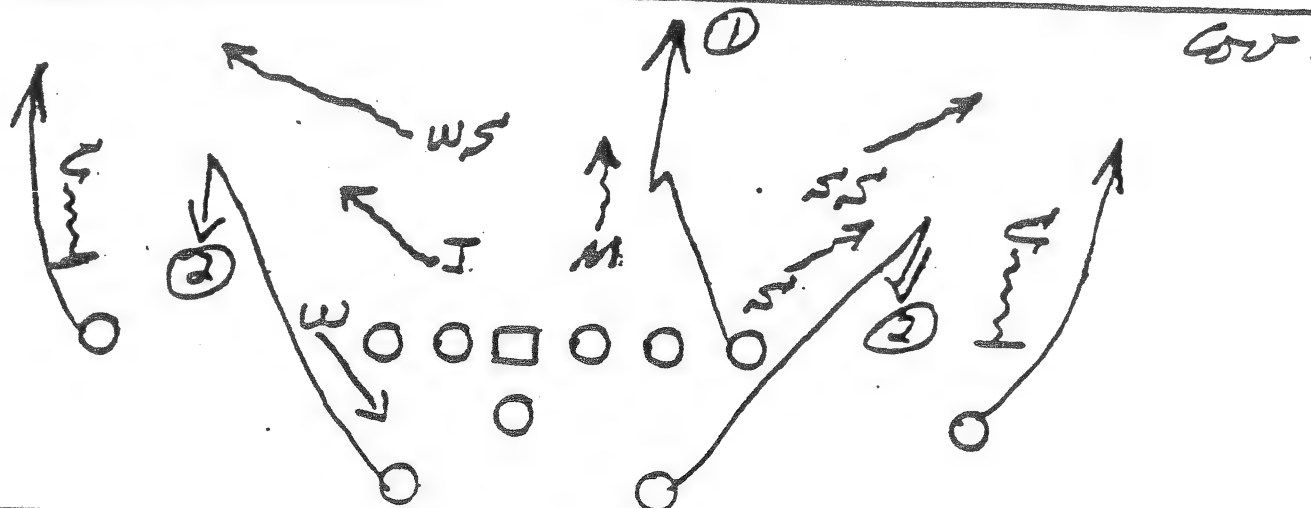
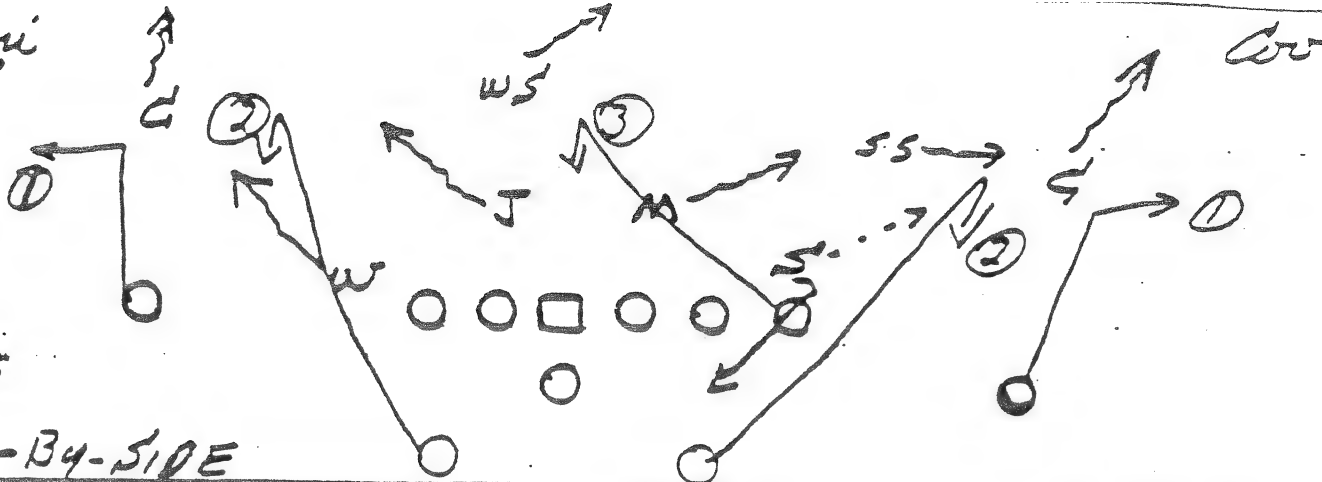
- 3 Deep Zone - Y - Z - F or Dump
- 2 Deep Zone - Y - Z - X Run Fade
- Man 5 - Y - Z - F
- Man 1 - Y - Z - F

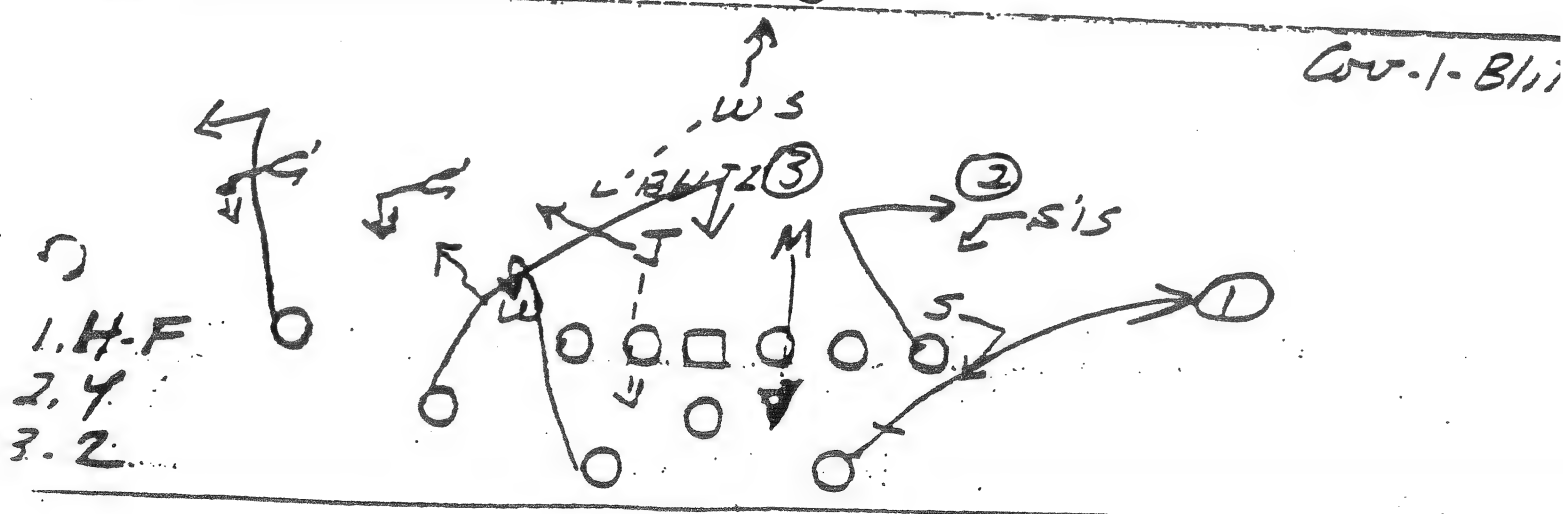
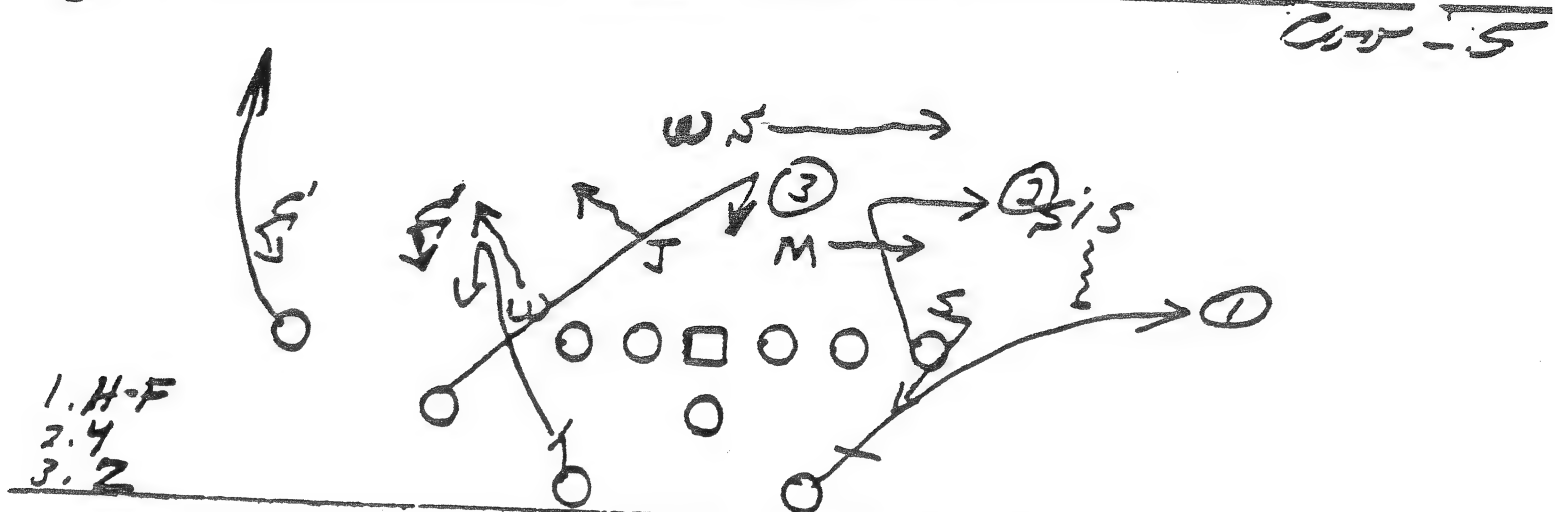
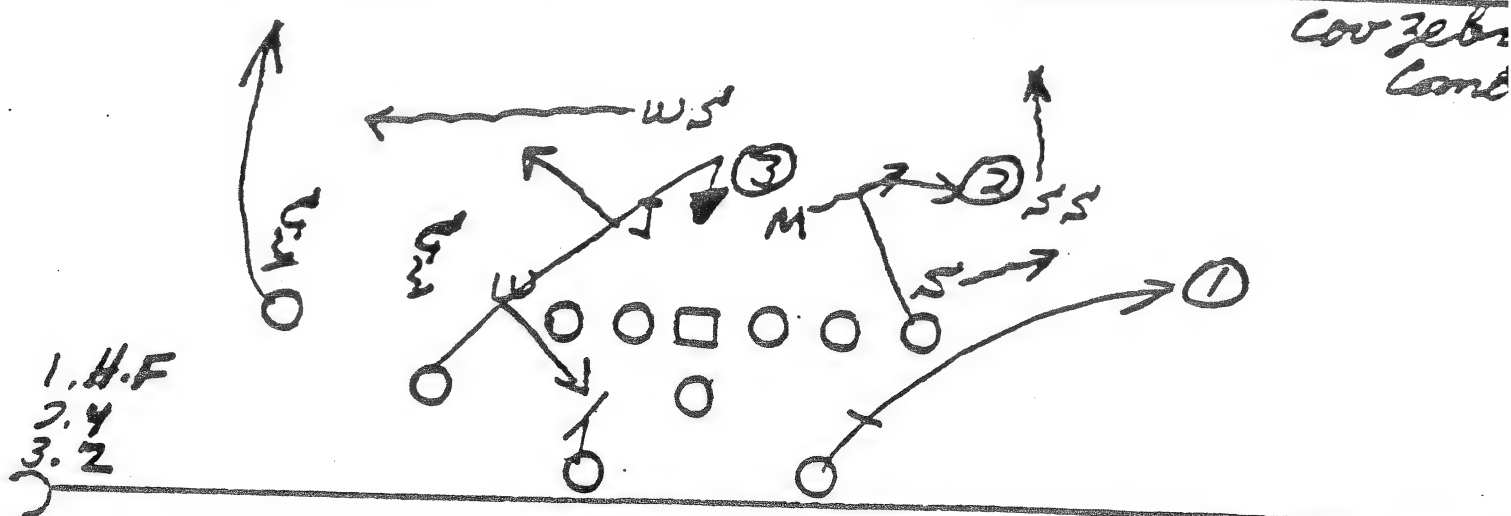
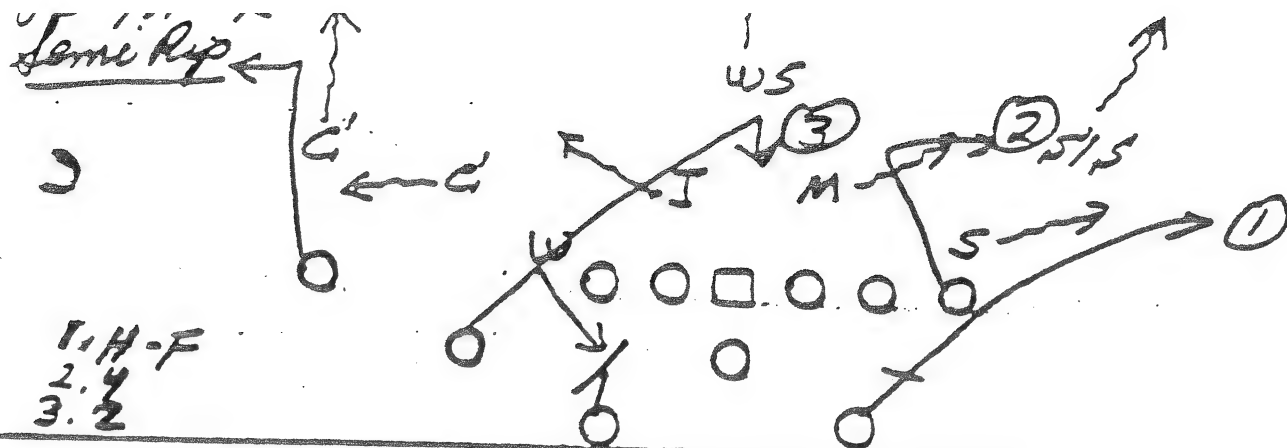
Slot - 82 Y-Hook
Semi

- Zone - H - Y - Z
- Man - H - Y - Z

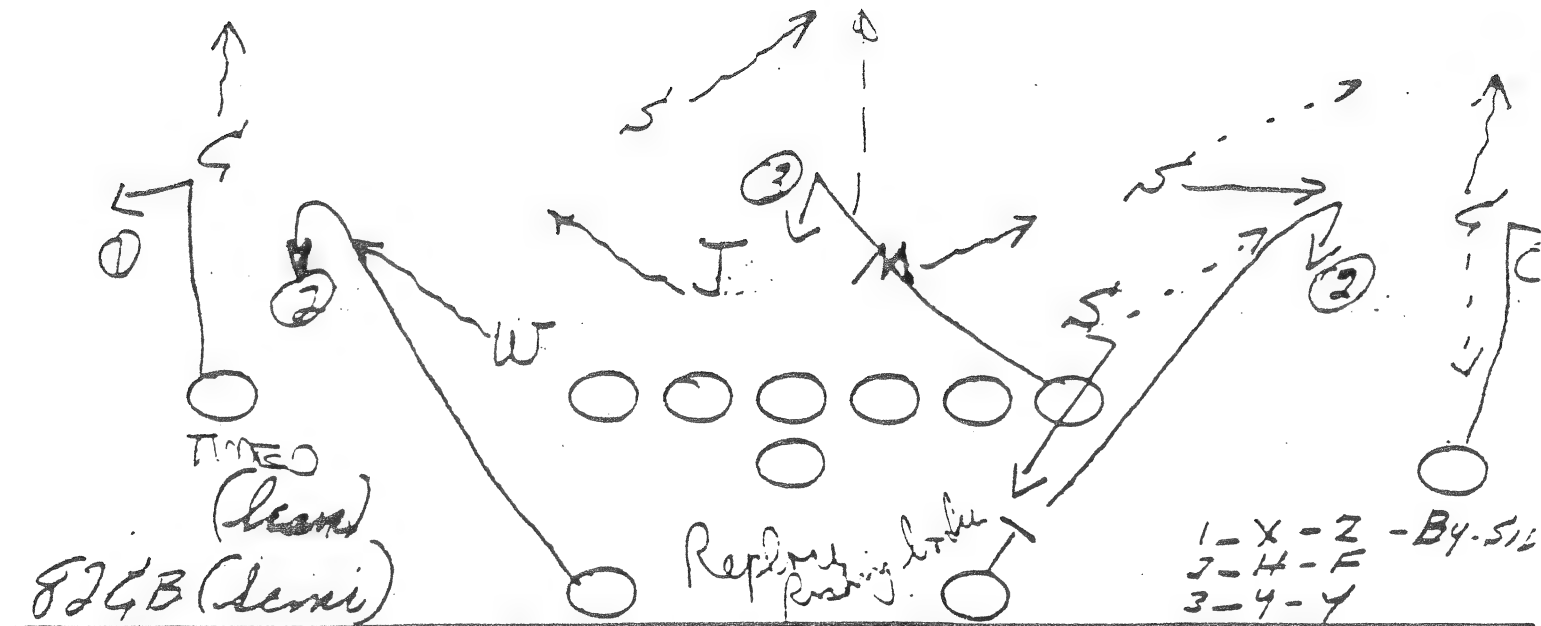
82 Semi Red

- 3 Deep Zone - X - Y - Z
- 2 Deep Zone - Y - Z
- Man 5 - Y - Z
- Man 1 - X - Y - Z
- Also - by game plan coverages

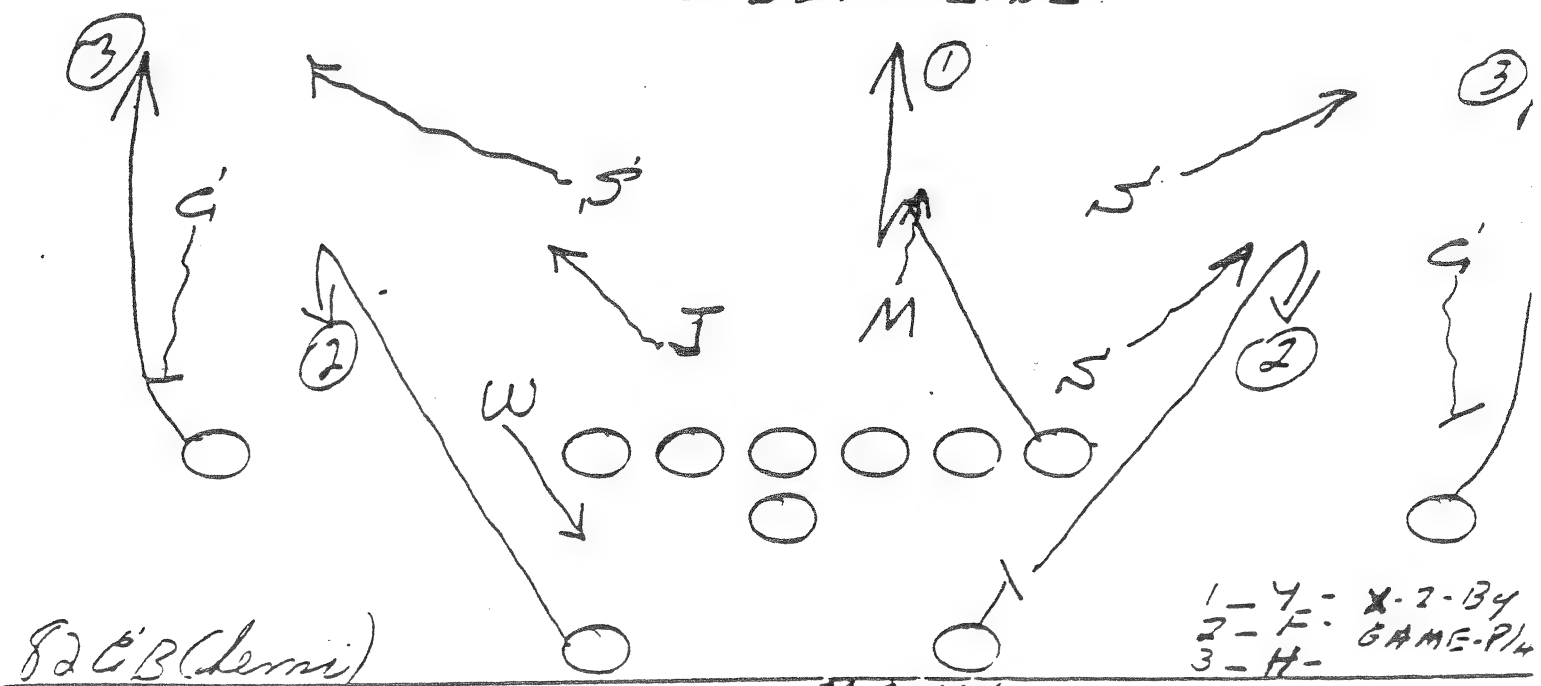




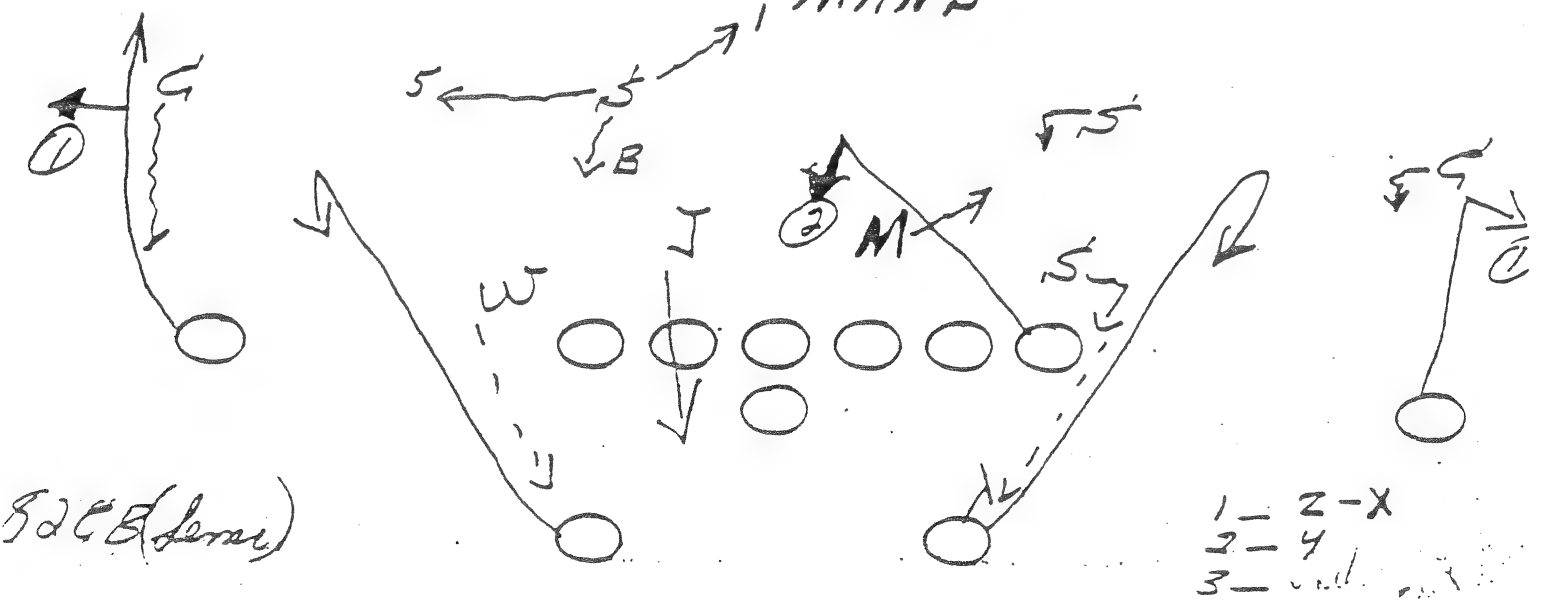
2-DEEP-ZONE



2-DEEP-ZONE

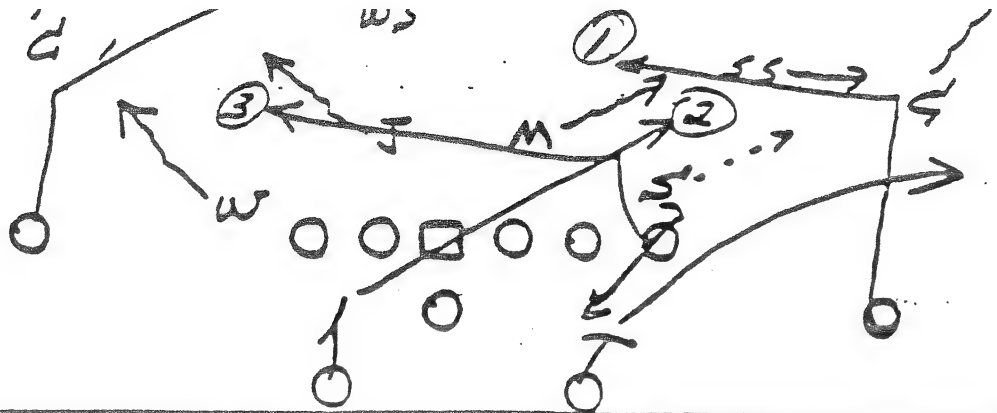


MAN'S



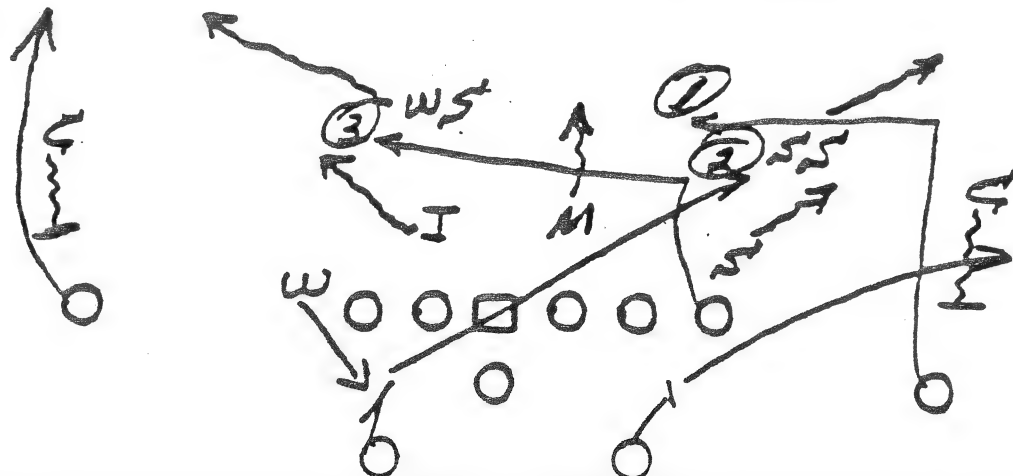
L12

1. 2
2. H
3. 4



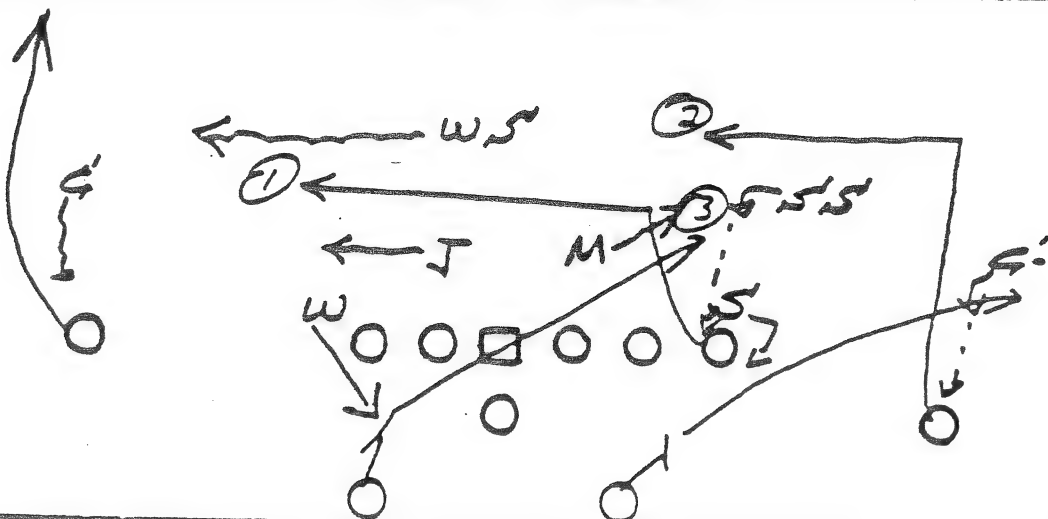
Cov.

1. 2
2. H
3. 4



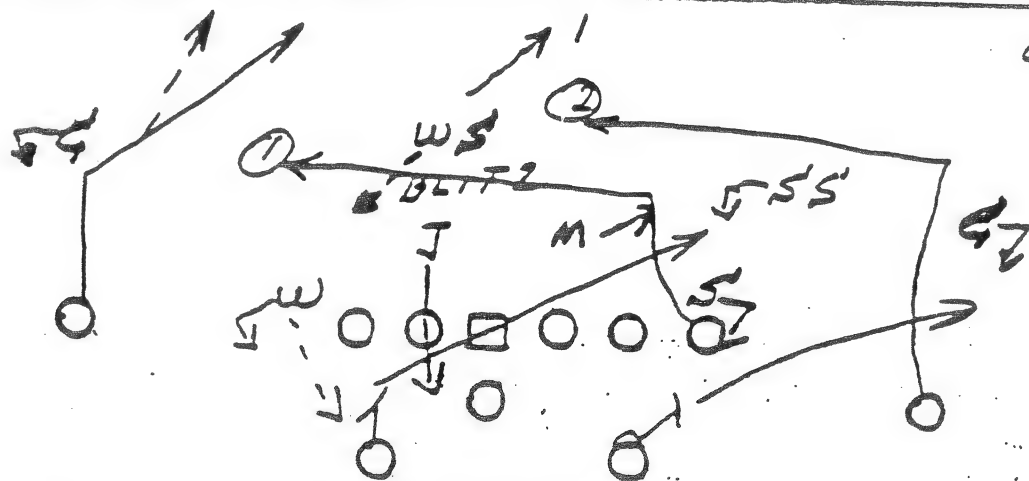
Cov 5

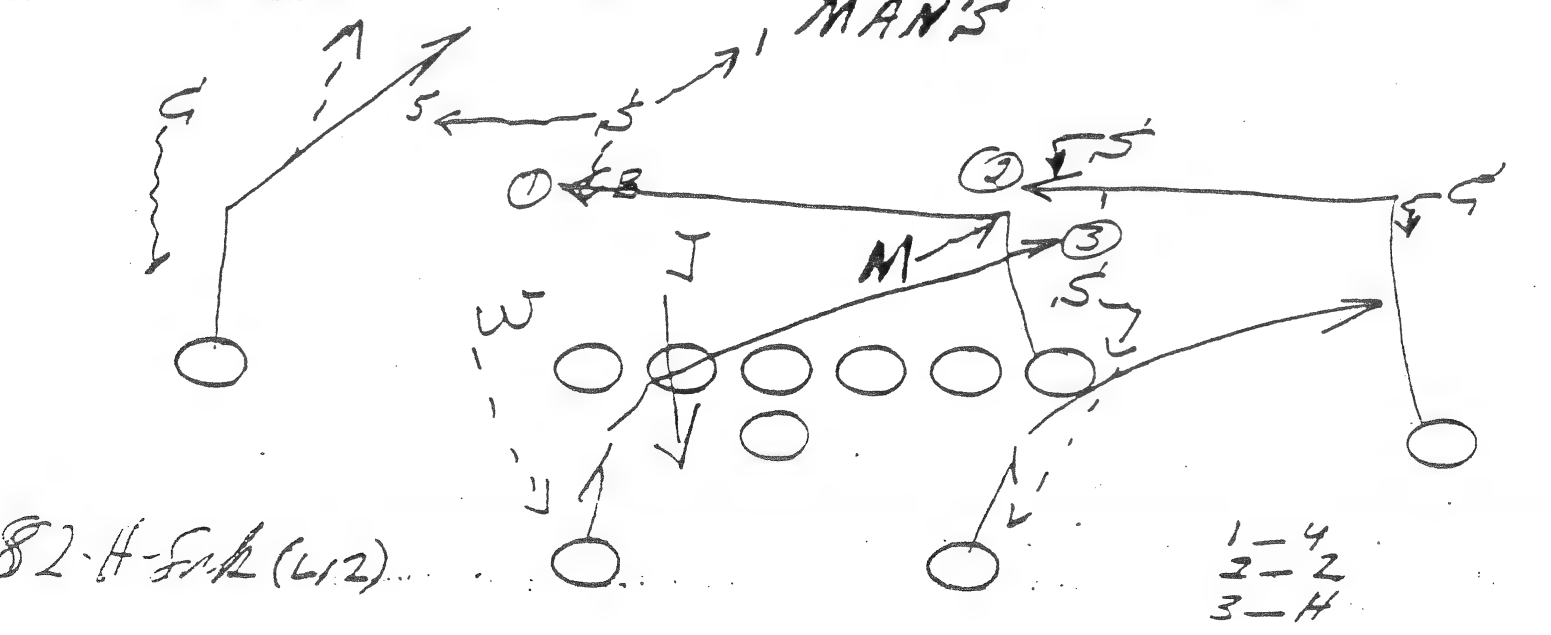
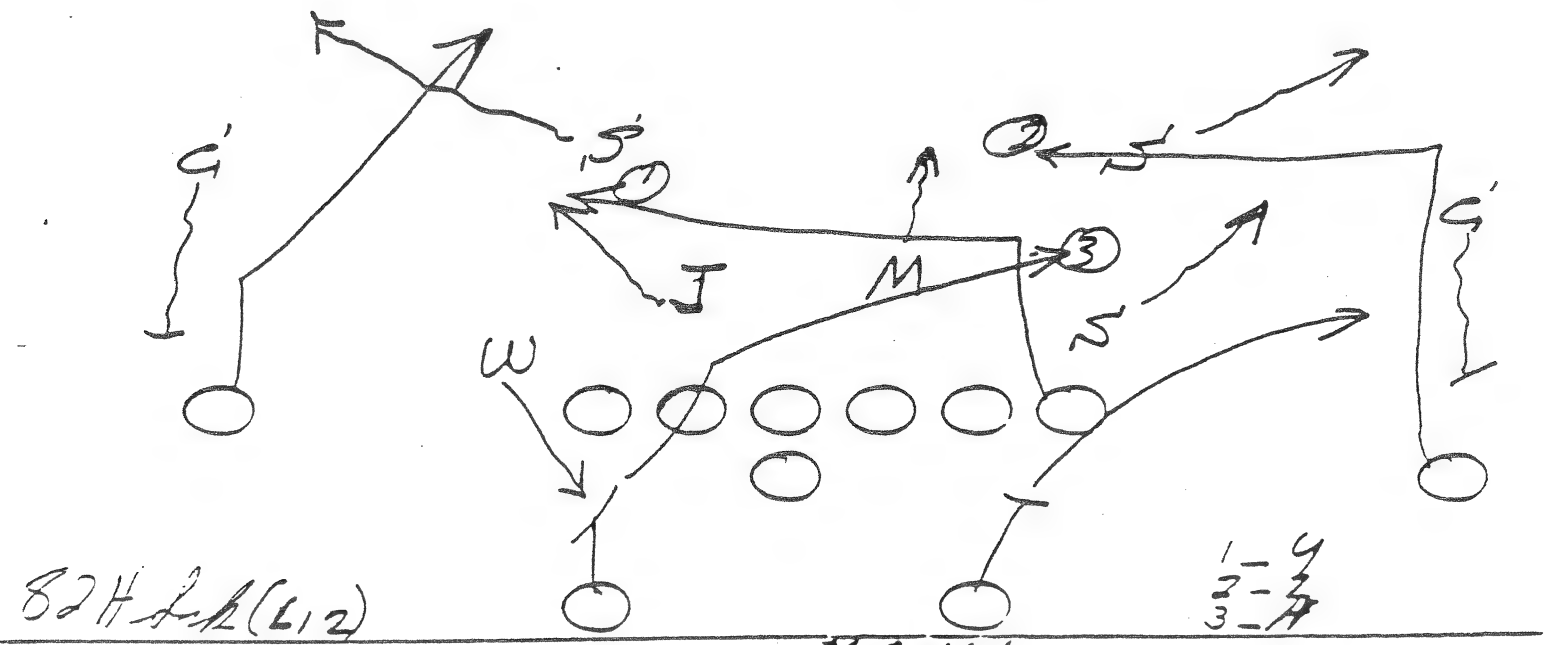
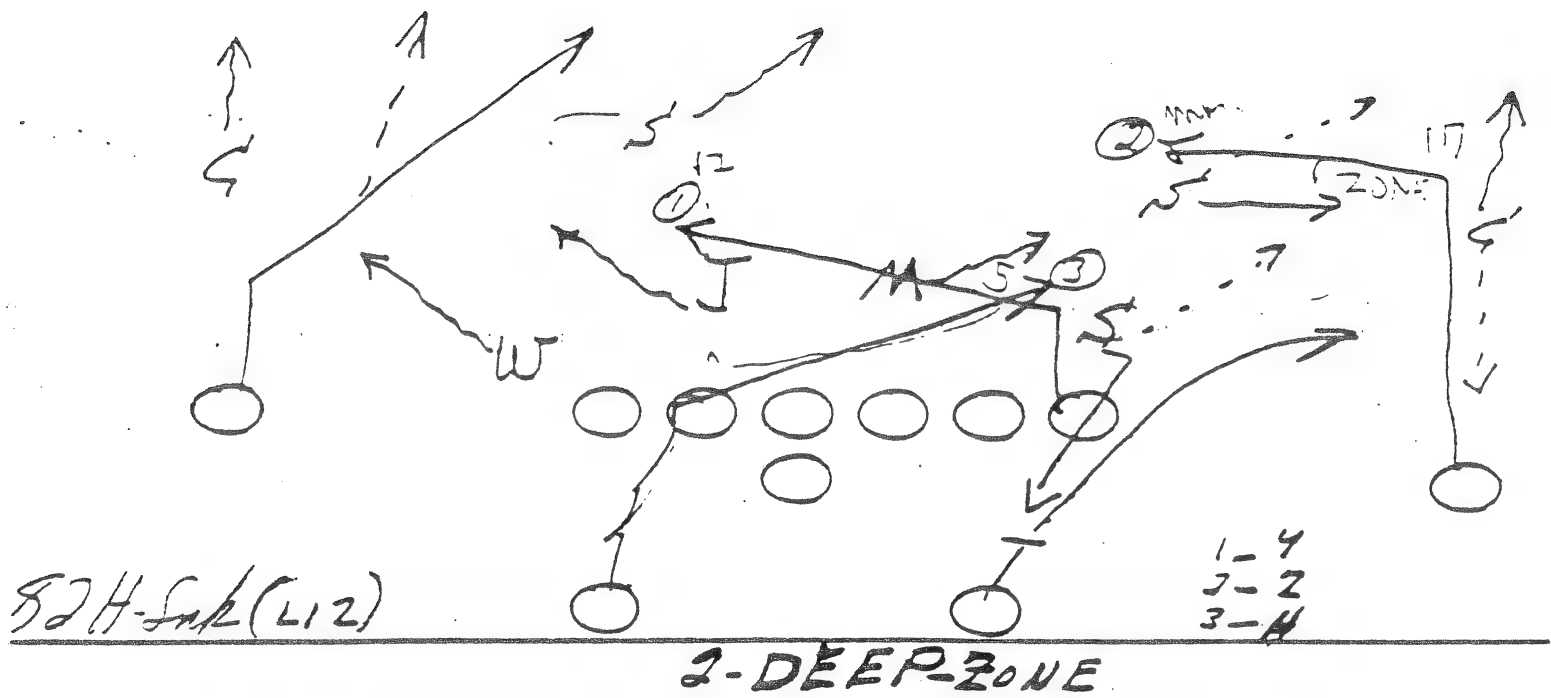
1. 4
2. 2
3. H



Cov-1-B/ii

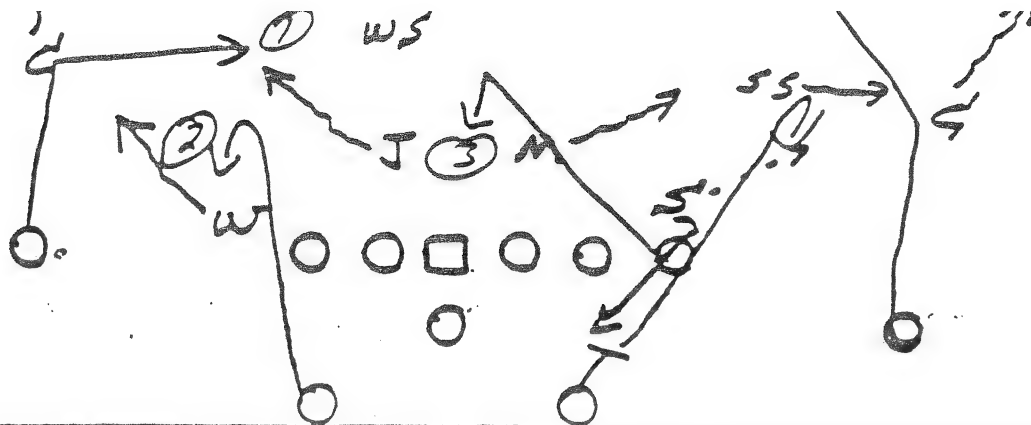
1. 4
2. 2
3.





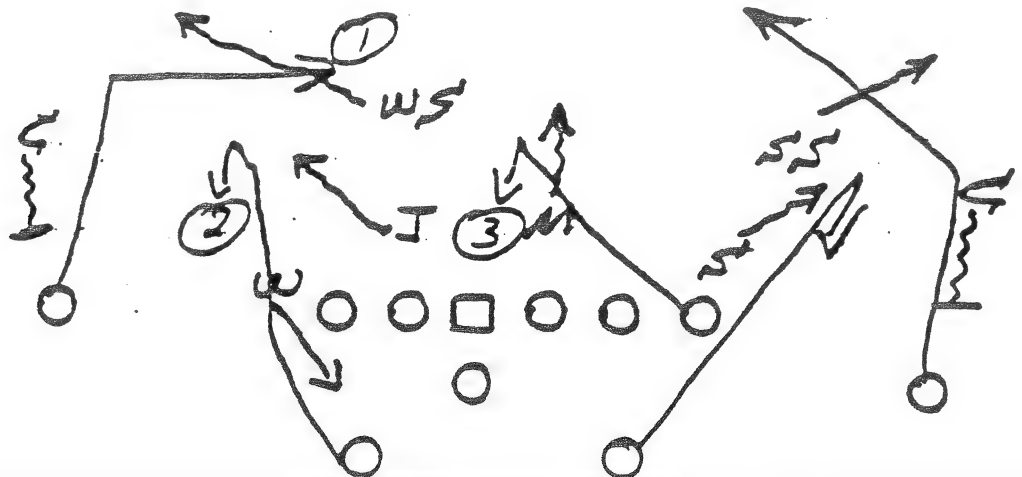
L, 2

- 1. X
- 2. H
- 3. 4



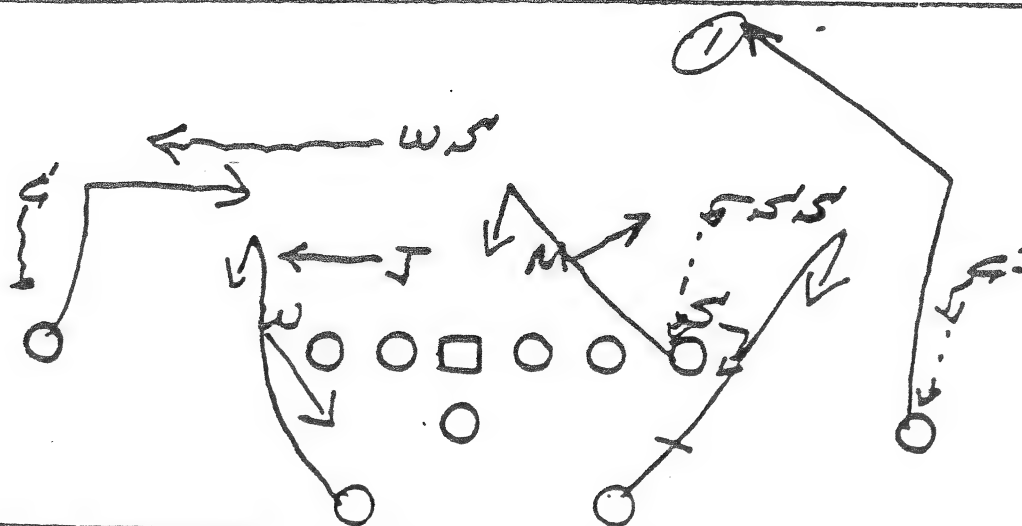
Gov.

- 1. X
- 2. H
- 3. 4



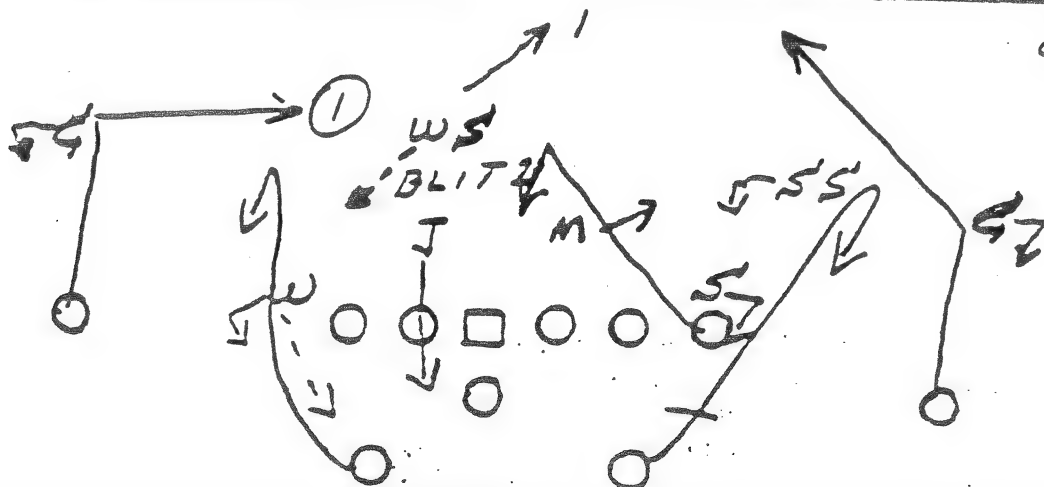
Gov. 5

- 1. 2
- 2.
- 3.

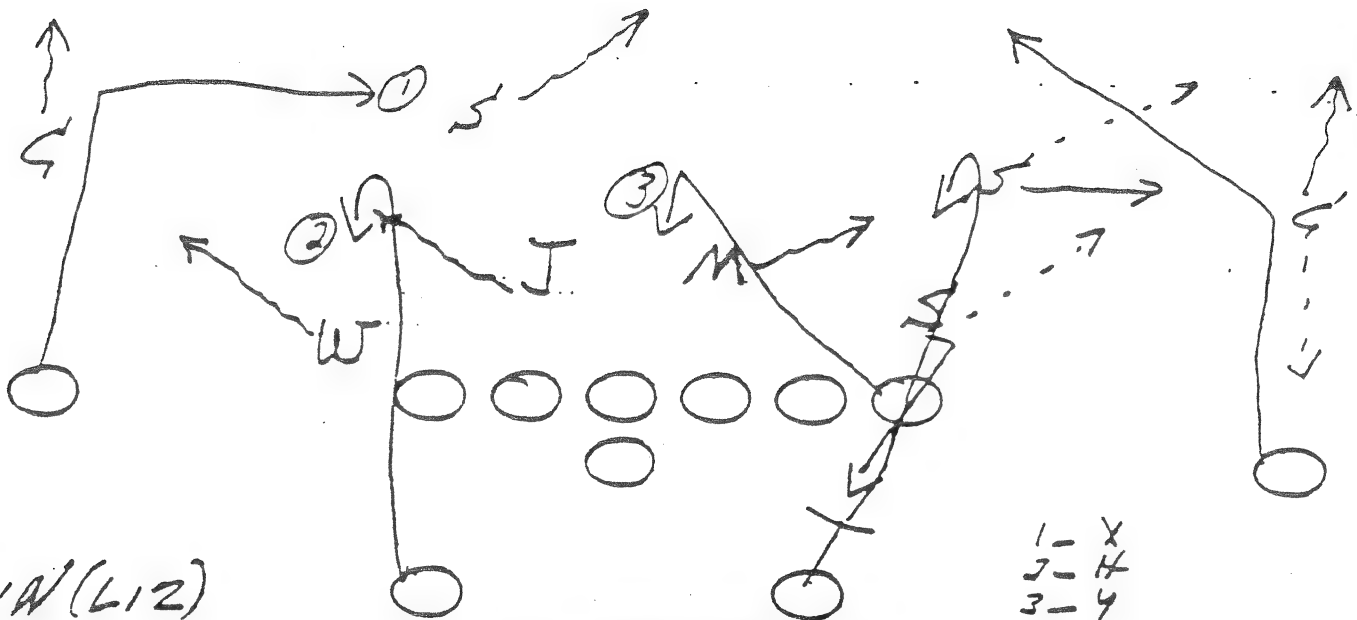


Gov-1-B/11

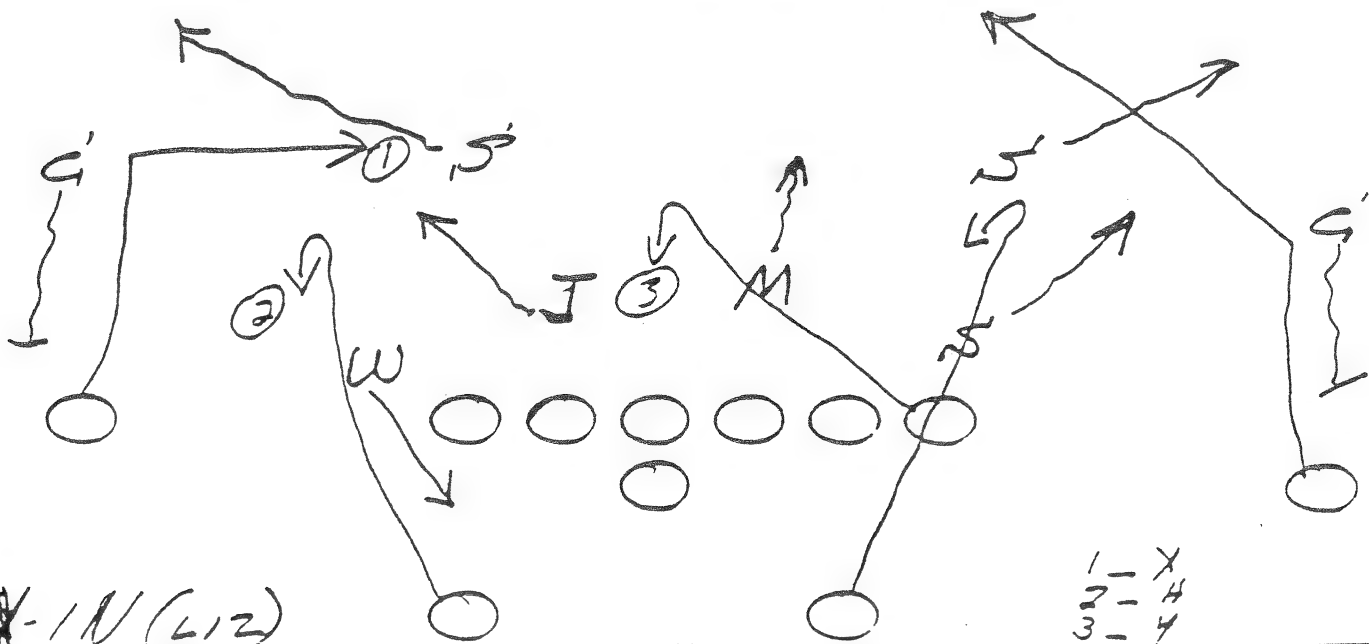
- 1. X
- 2.
- 3.



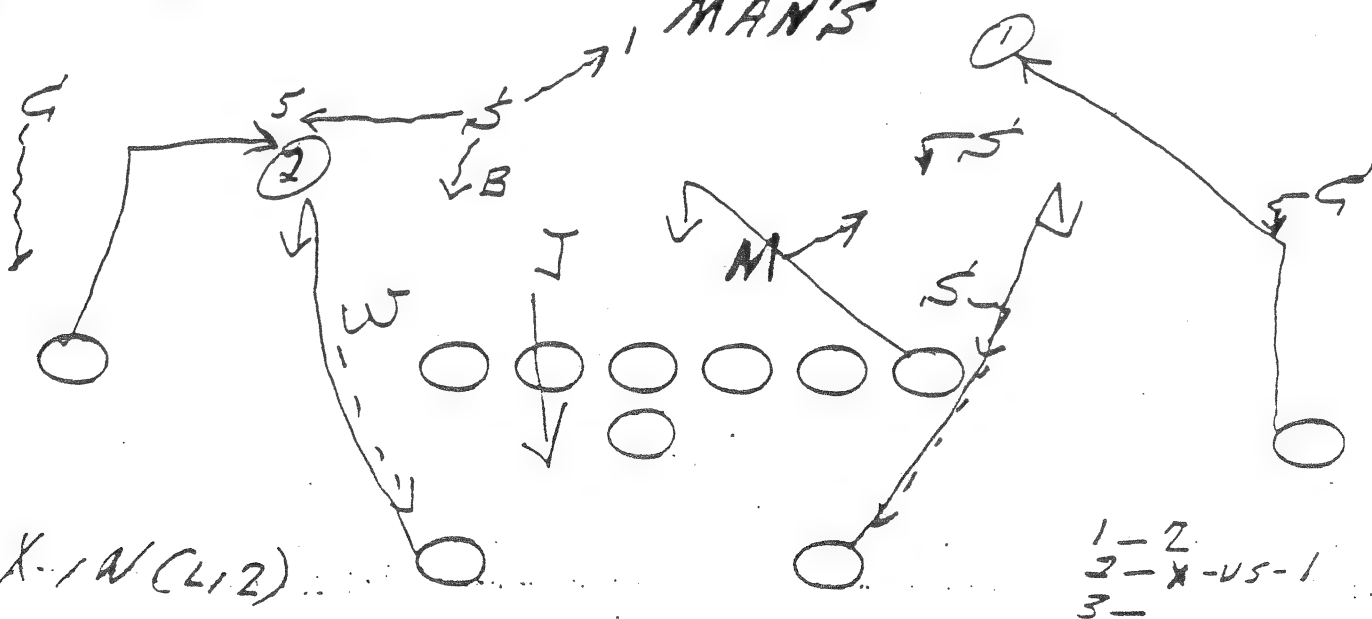
3-DEEP-ZONE



2-DEEP-ZONE

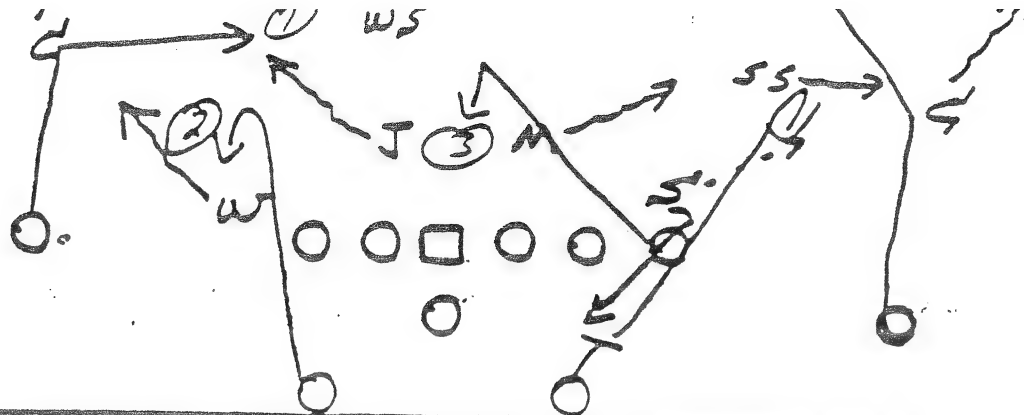


MAN'S



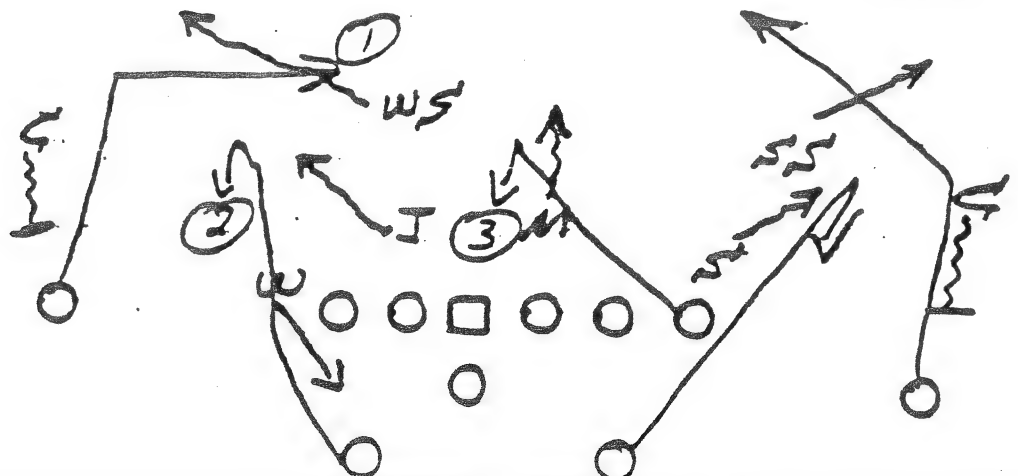
L12

- 1. X
- 2. H
- 3. 4



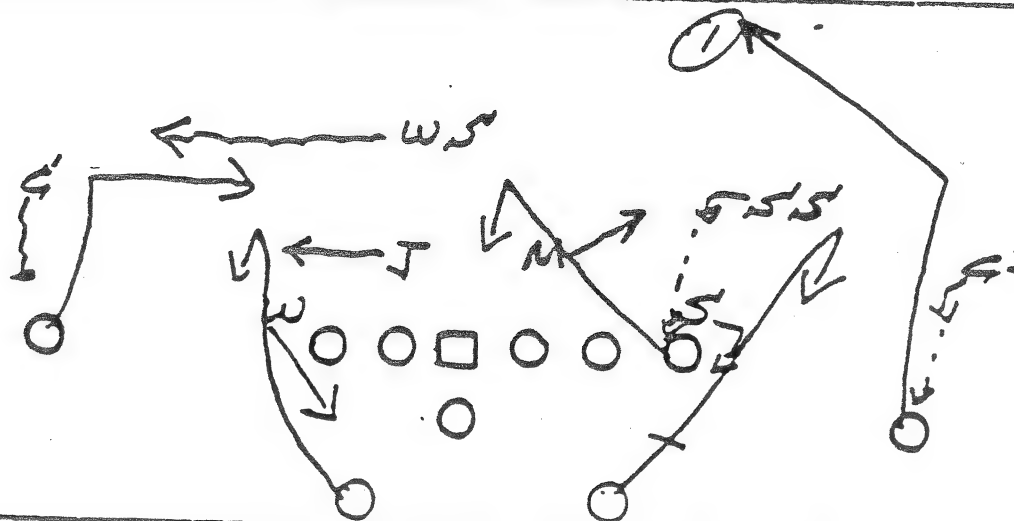
Gov.

- 1. X
- 2. H
- 3. 4



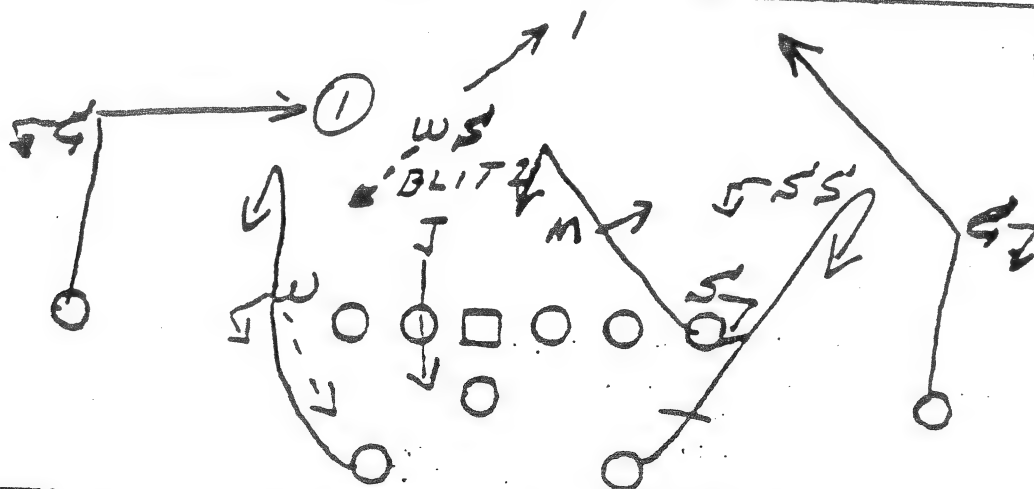
Gov.

- 1. 2
- 2.
- 3.



Gov-1-B/11

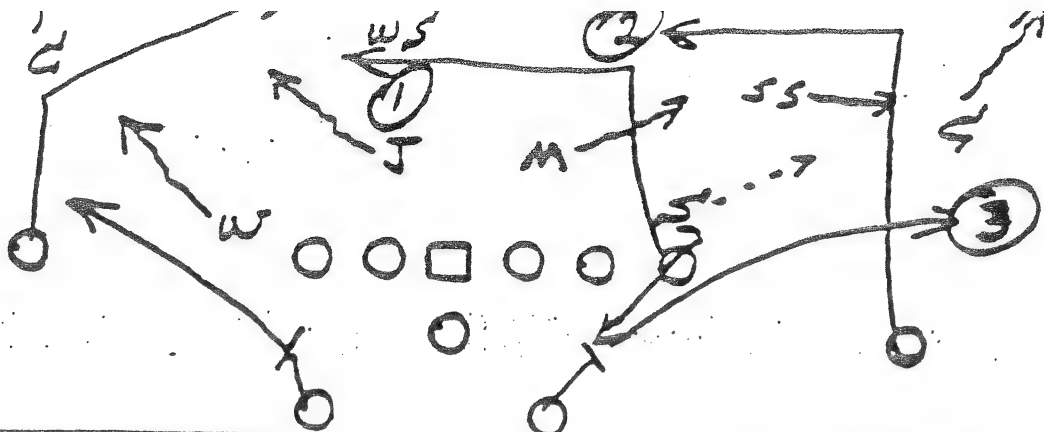
- 1. X
- 2.
- 3.



Flat-Rip

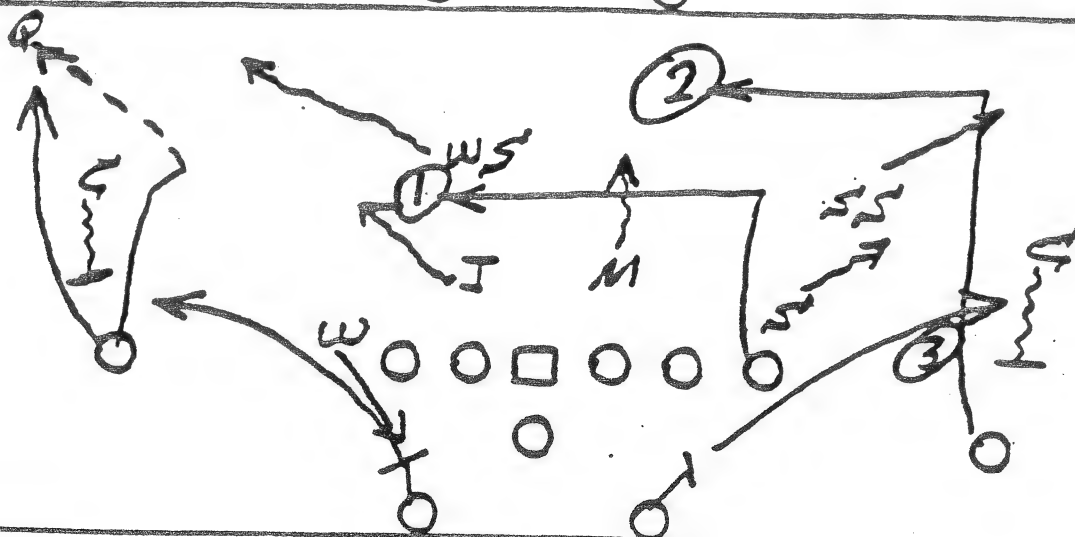
5

1. 4
2. 2
3. F



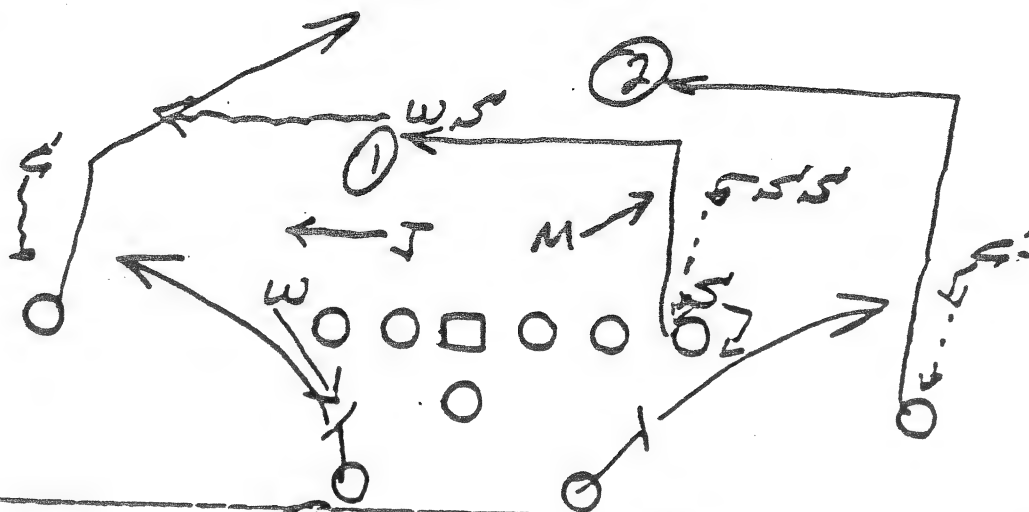
Cov

1. 4
2. 2
3. F



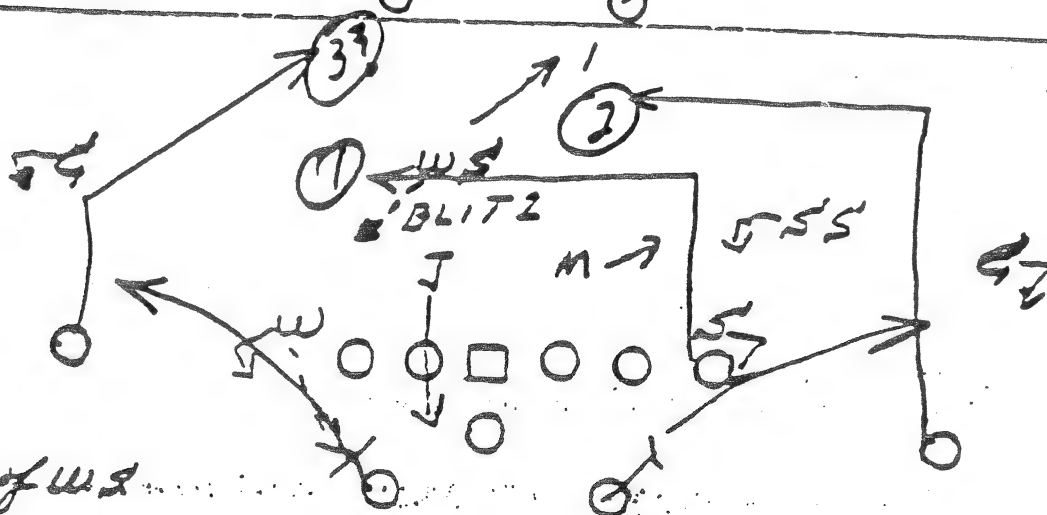
Cov.

1. 4
2. 2
3.



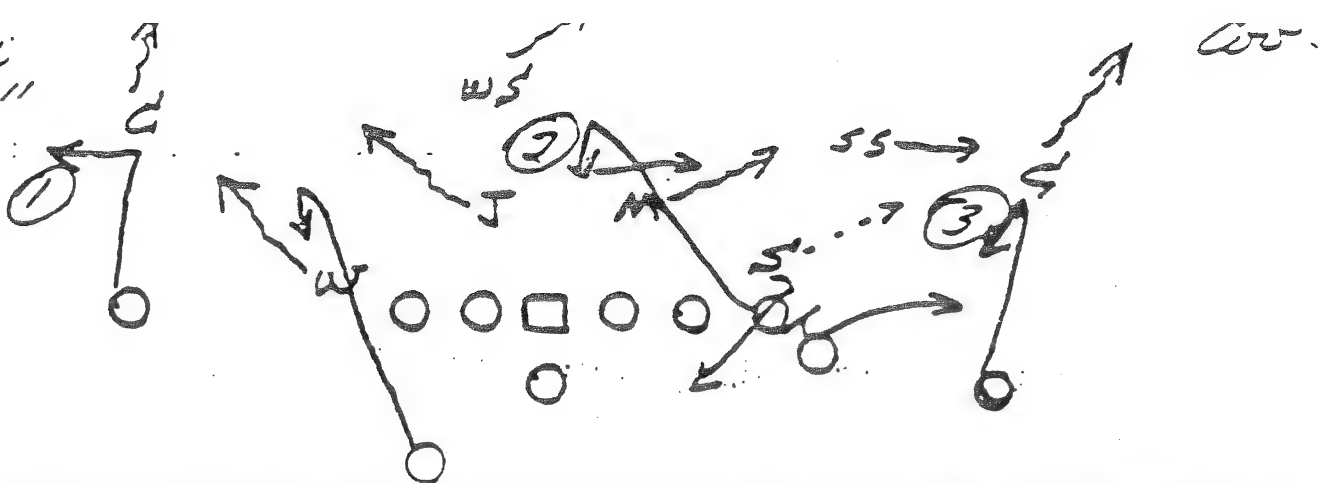
Cov-1-B/1.

1. 4
2. 2
3. X on Rd of W.S.



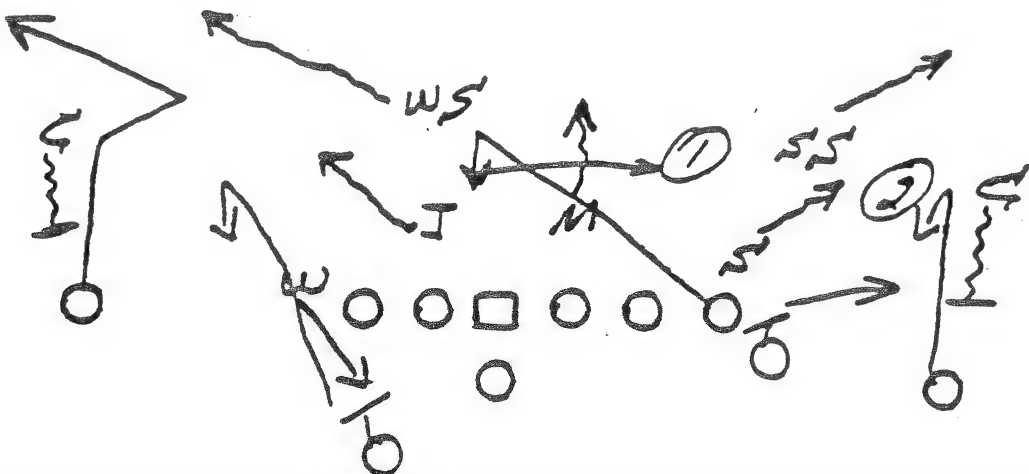
82 Semi
"Red"

1. X
2. 4
3. 2



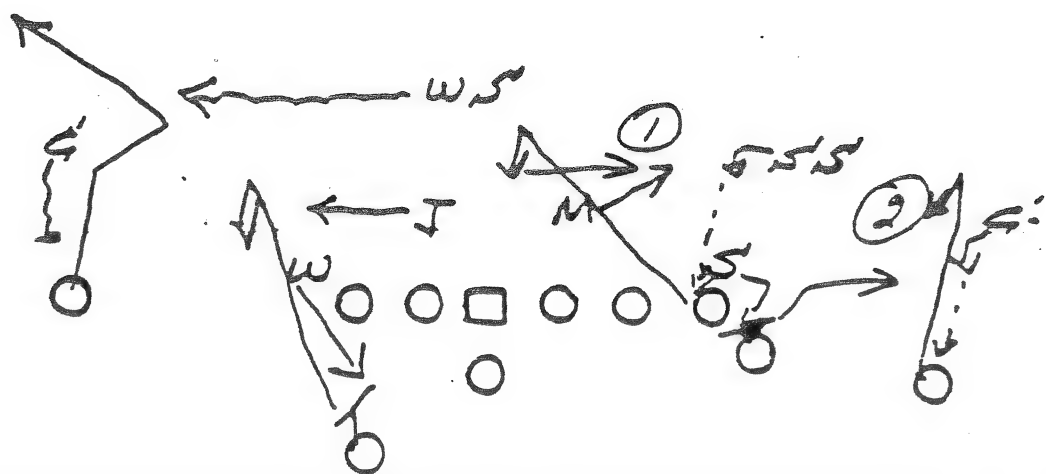
Cov.

1. 4
2. 2
3.



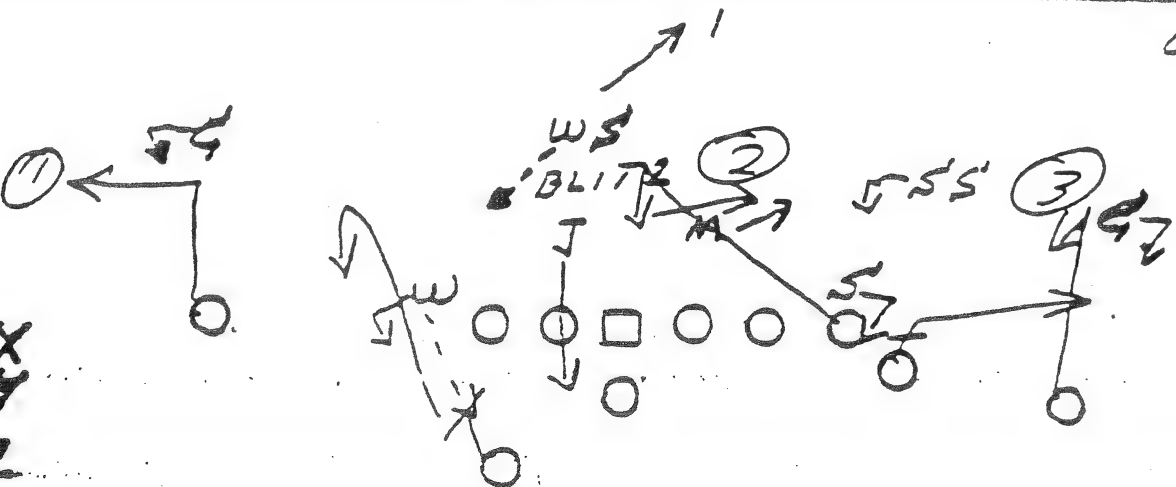
Cov S

1. 4
2. 2
3.



Cov-1-B/11

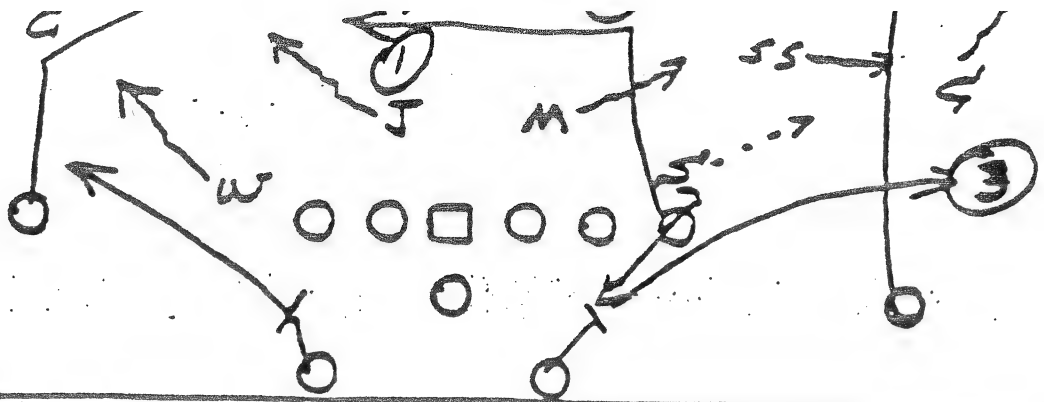
1. X
2. 4
3. 2



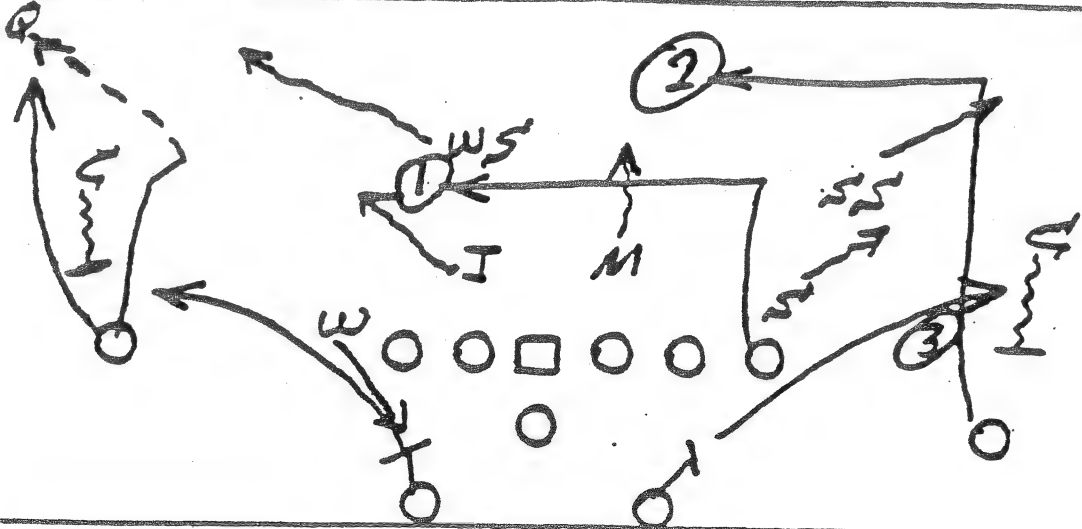
FIAT-11P

5

1. 4
2. 2
3. F

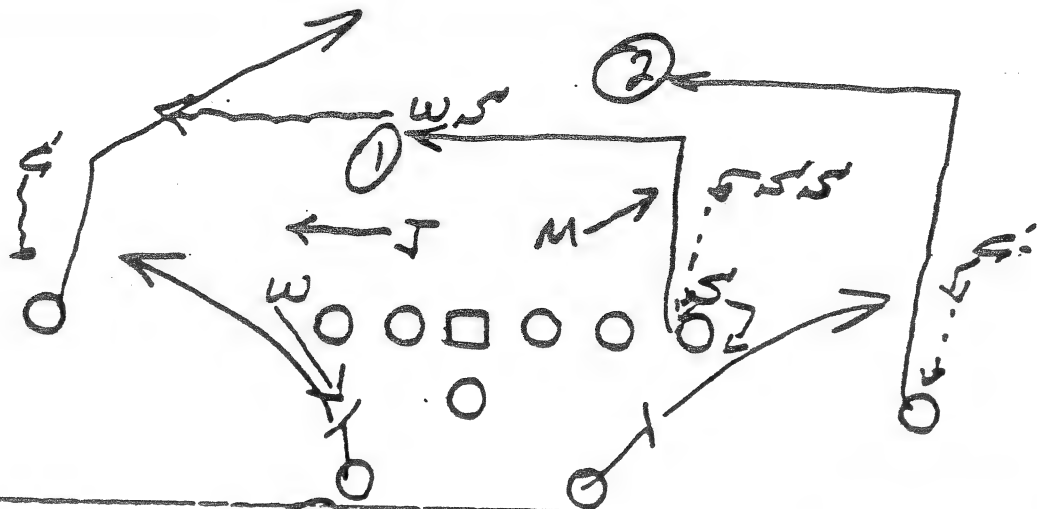


1. 4
2. 2
3. F



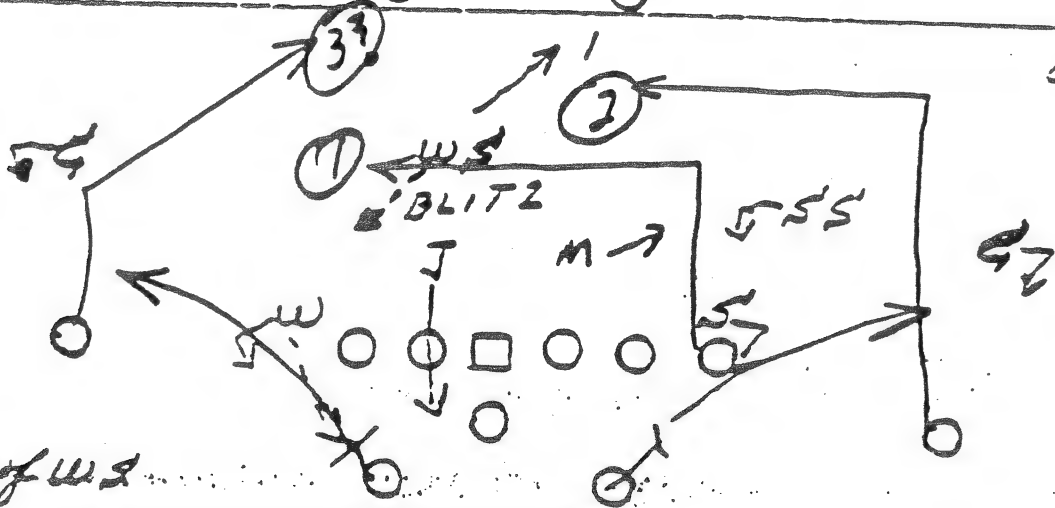
Cov

1. 4
2. 2
3.



Cov.

1. 4
2. 2
3. X on RL of WS



Cov-1-B/1

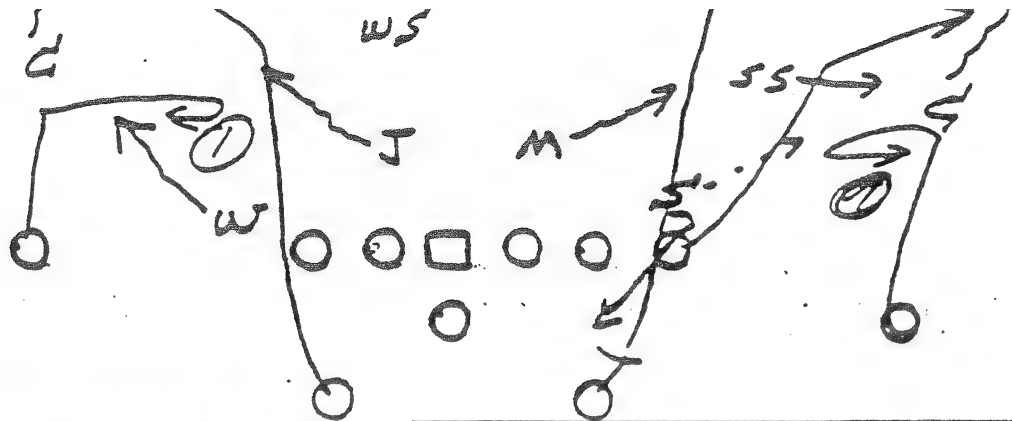
L120

3

1. X

2. Z

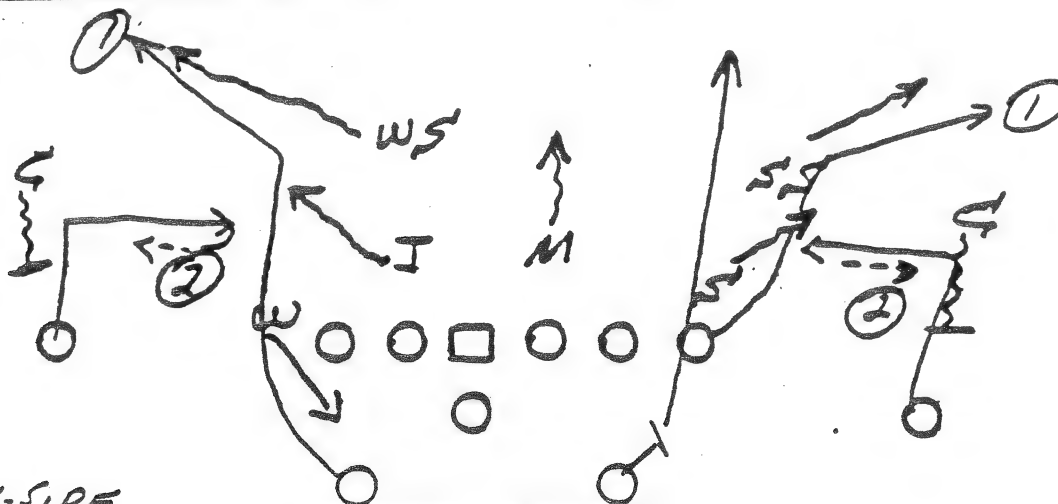
3.



84 delay

L12

Cov.



1. 4-H

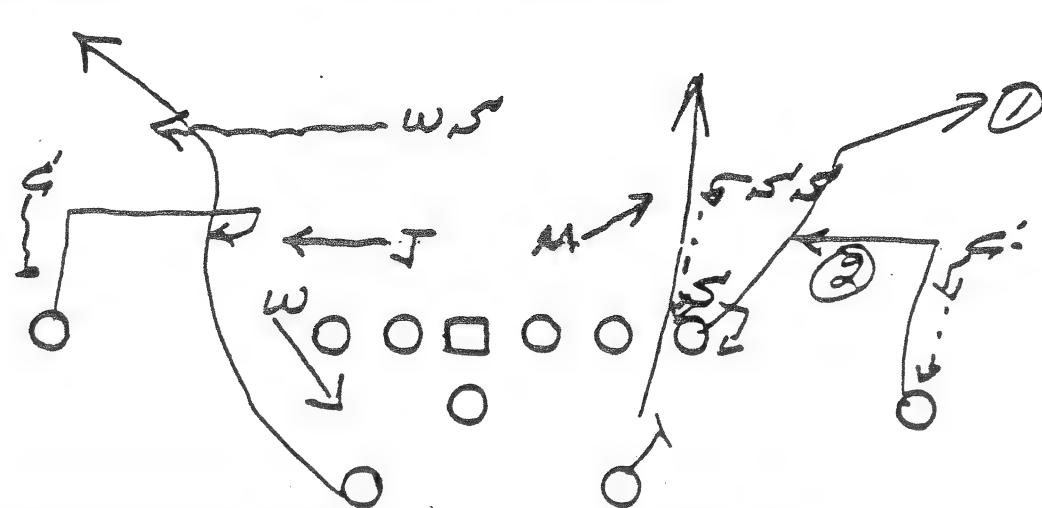
2. 2-X

3. F-F BY-SIDE

84 delay

L12

Cov.



1. 4

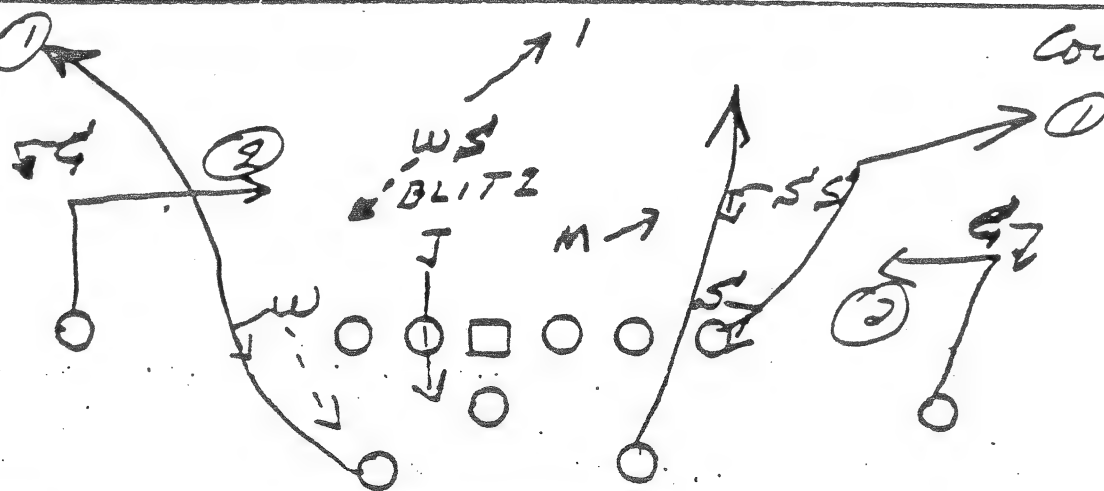
2. 2

3. F

84 delay

L12

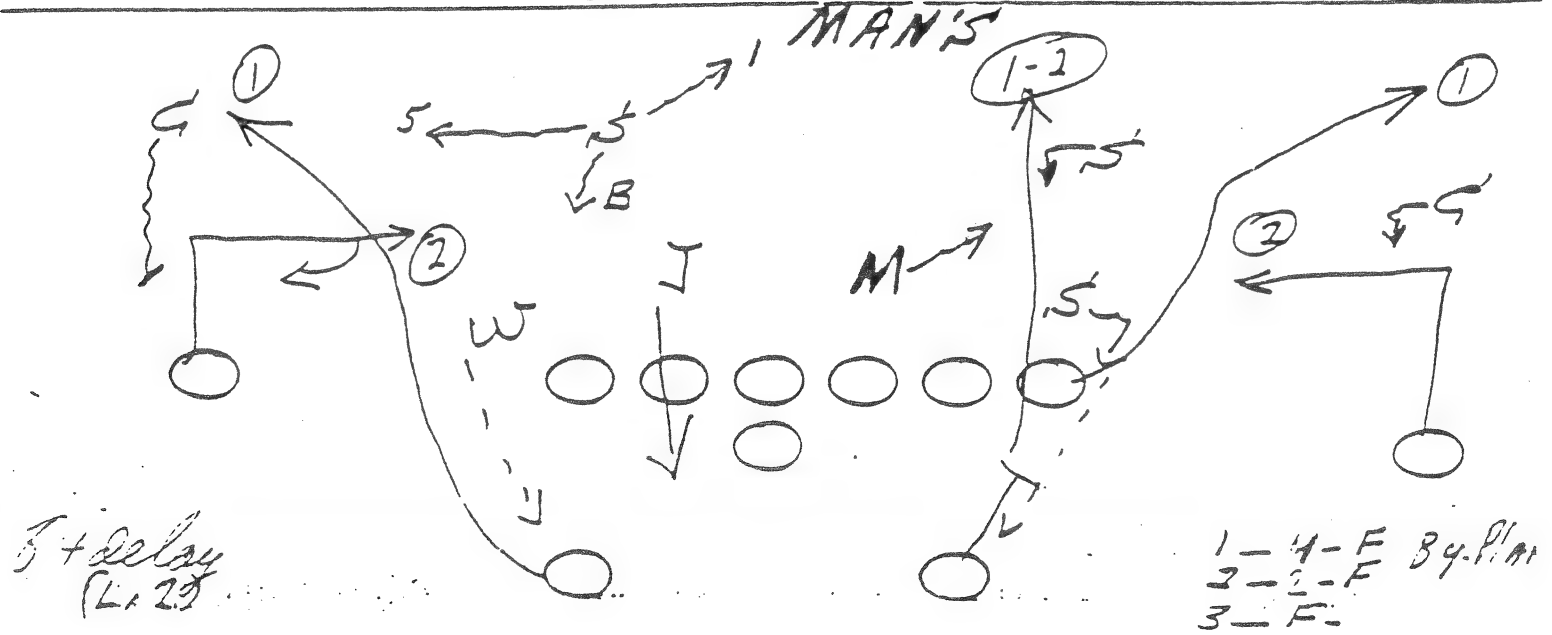
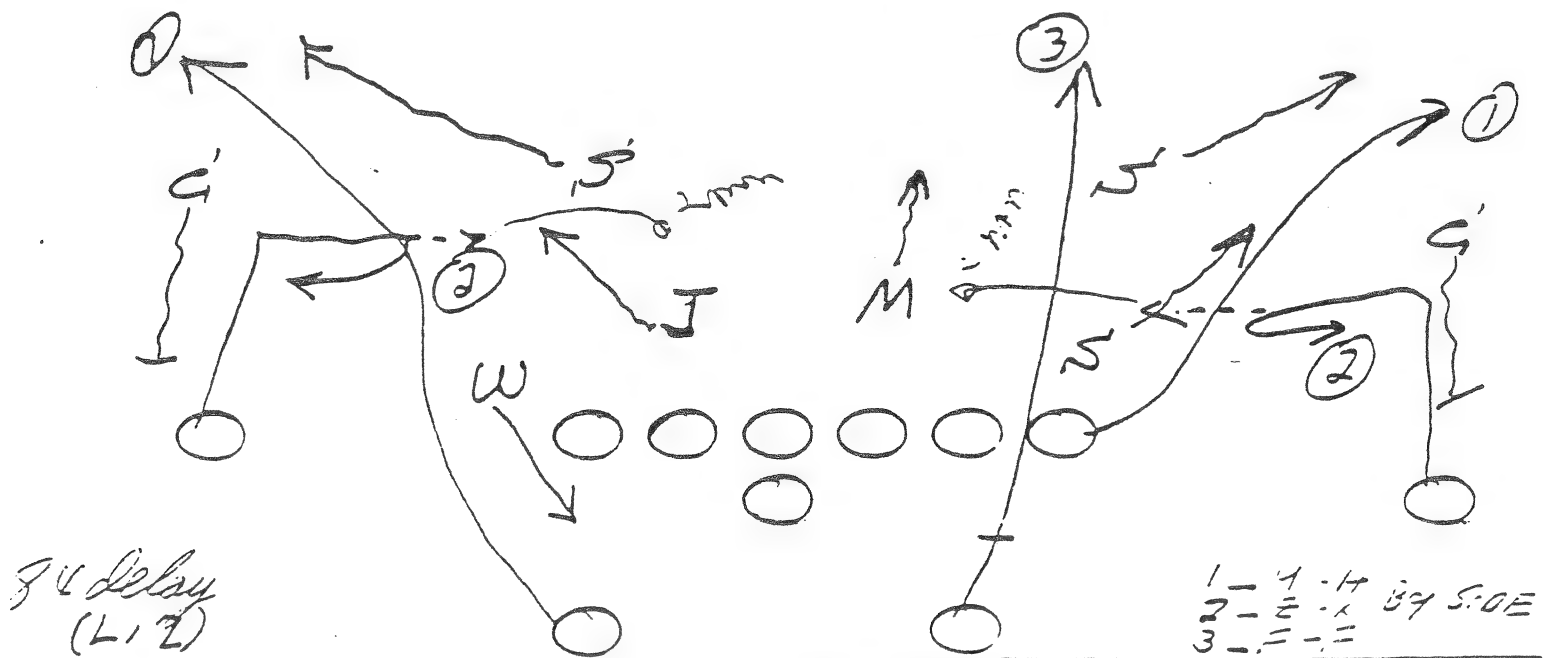
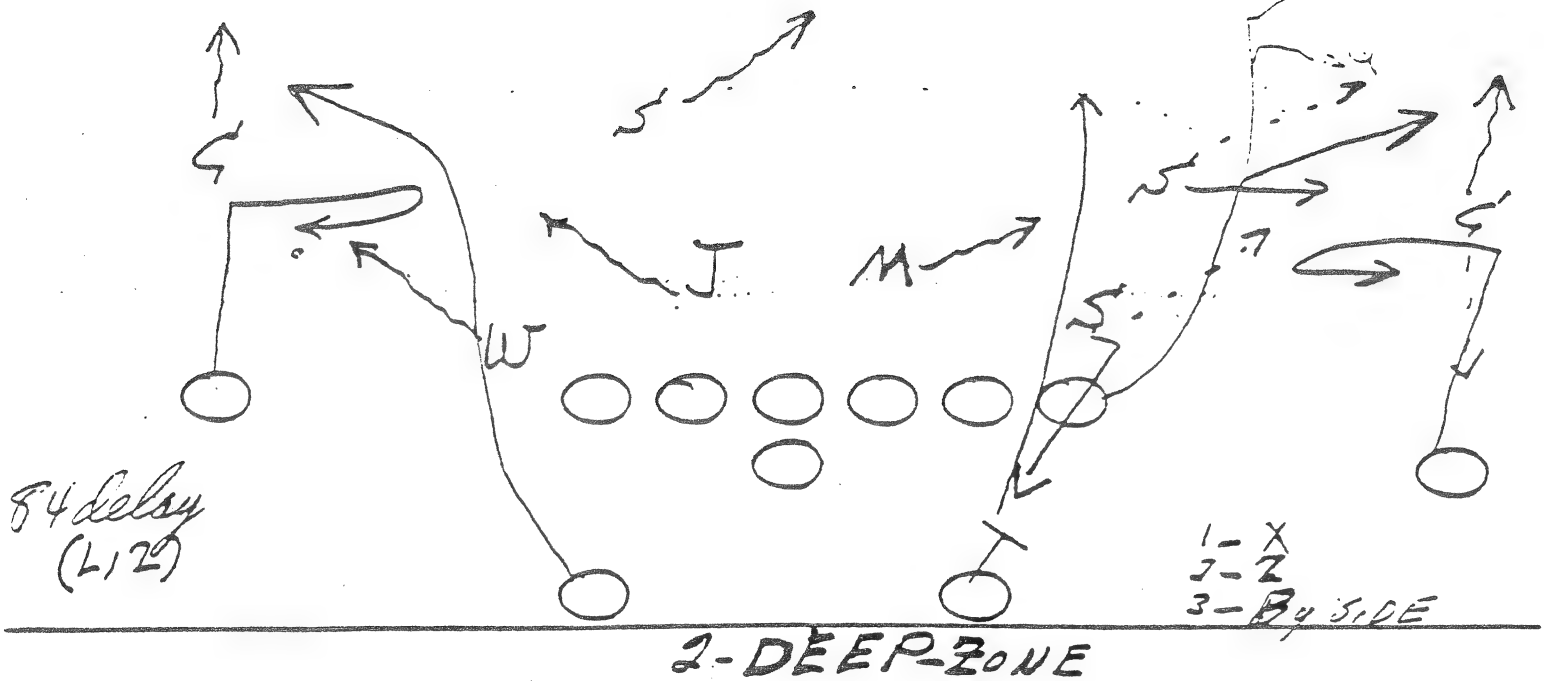
Cov-1-B/1.



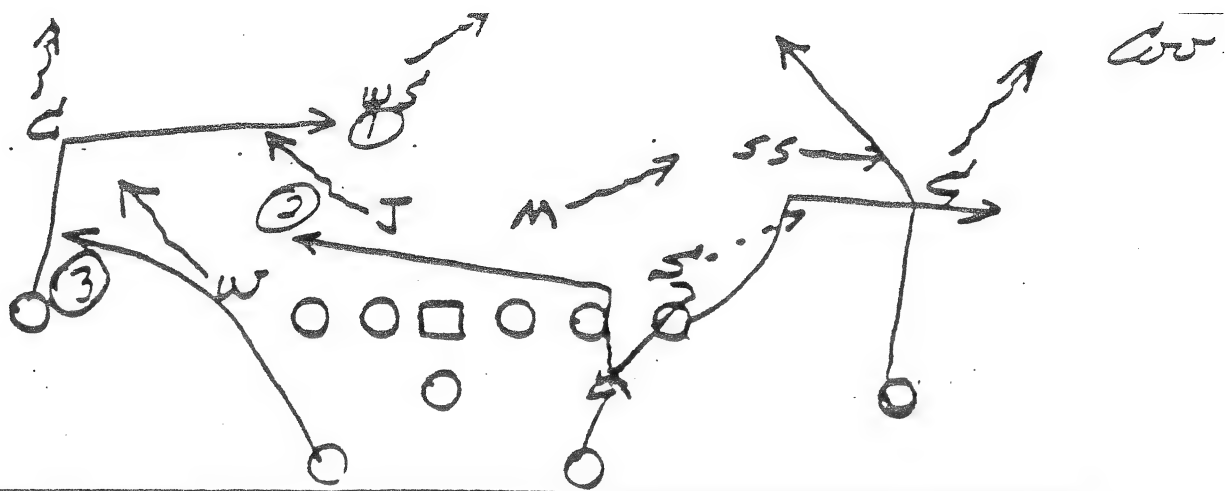
1. 4-H

2. 2-X

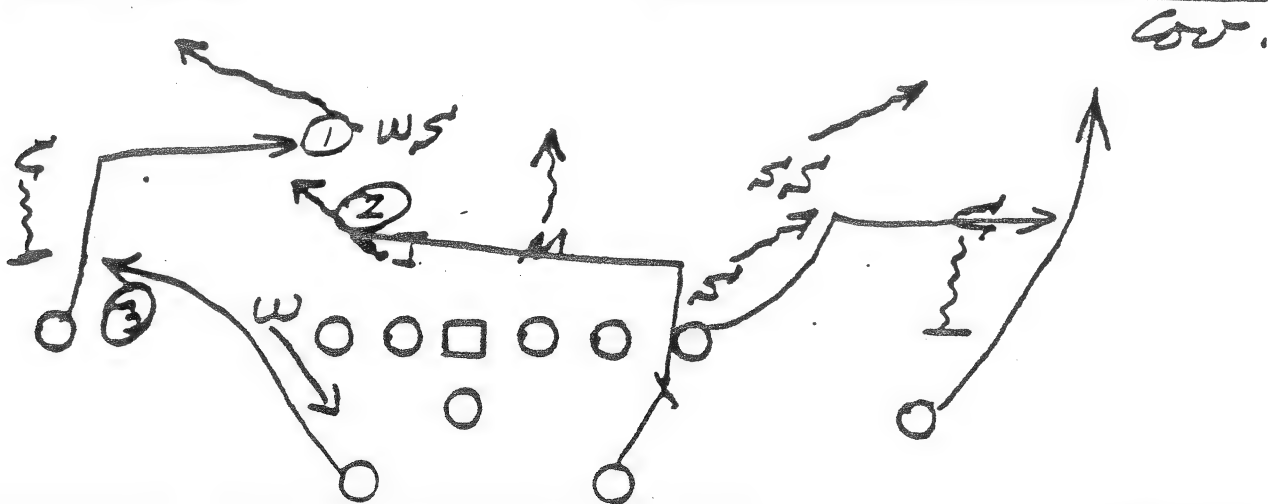
3.



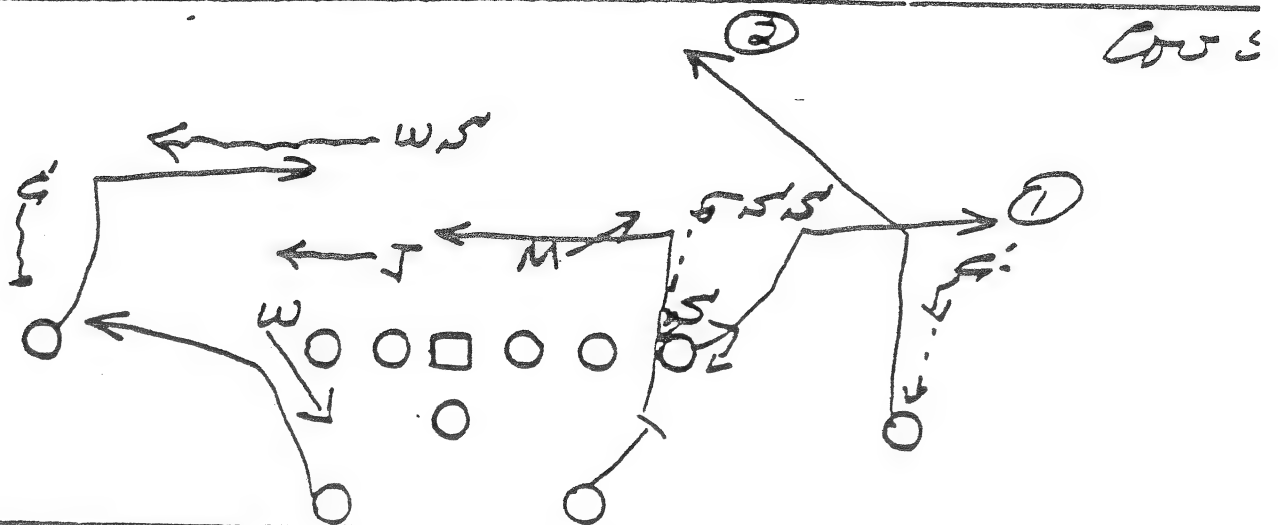
1. X;
2. F
3. H



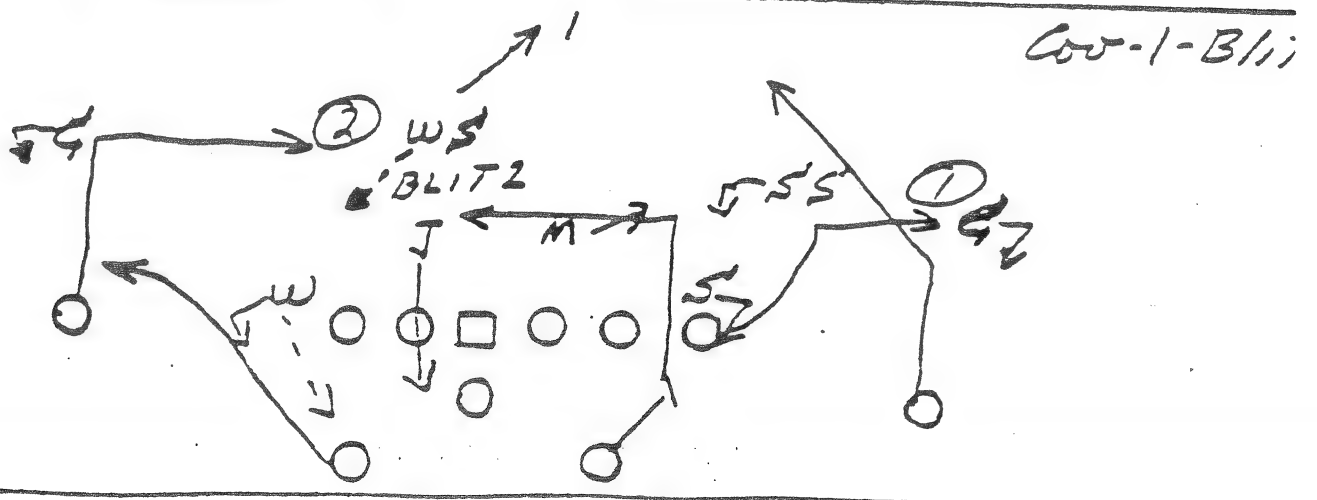
1. X
2. F
3. H



1. 4-2
2. 2-4
- 3.

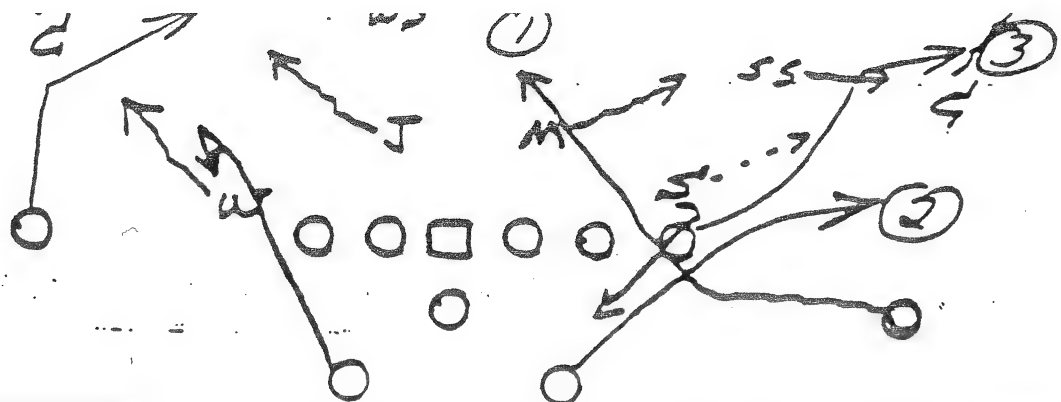


1. 4
2. X
- 3.



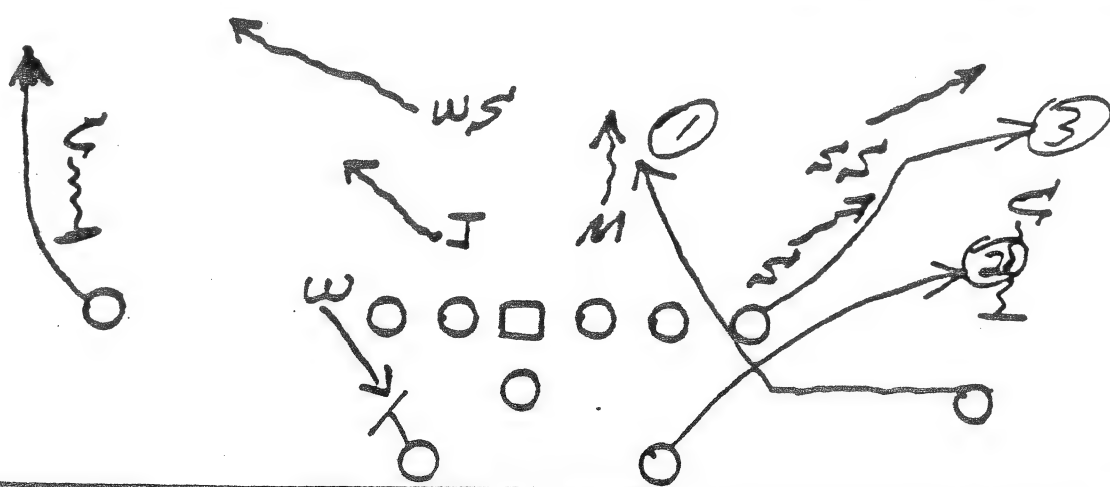
Pre Map

- 1. 2
- 2. F
- 3. 4



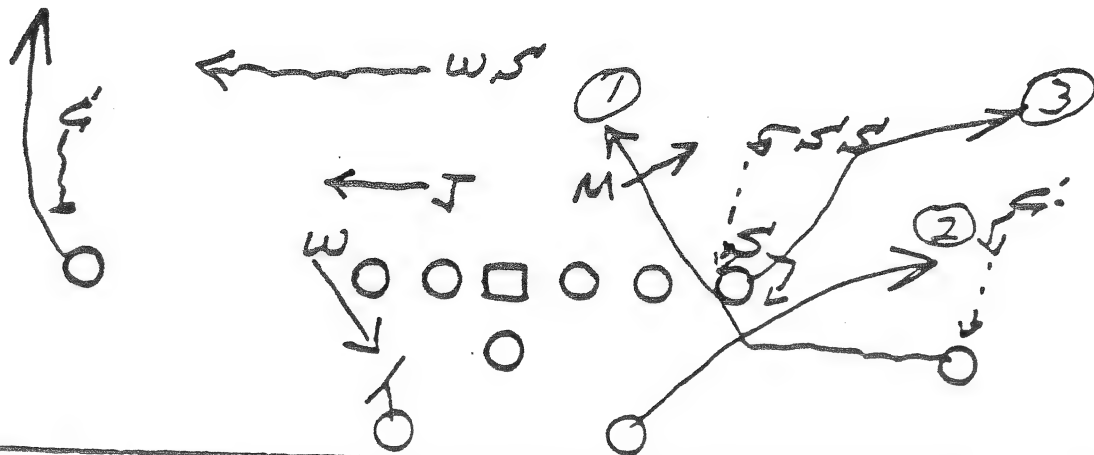
Cov

- 1. 2
- 2. F
- 3. 4



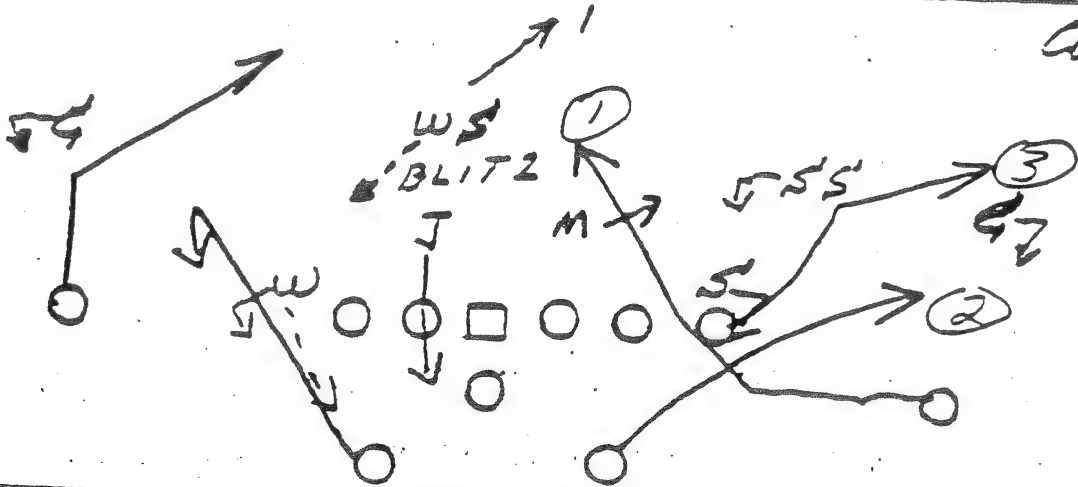
Cov.

- 1. 2
- 2. F
- 3. 4



Cov-1-B/1.

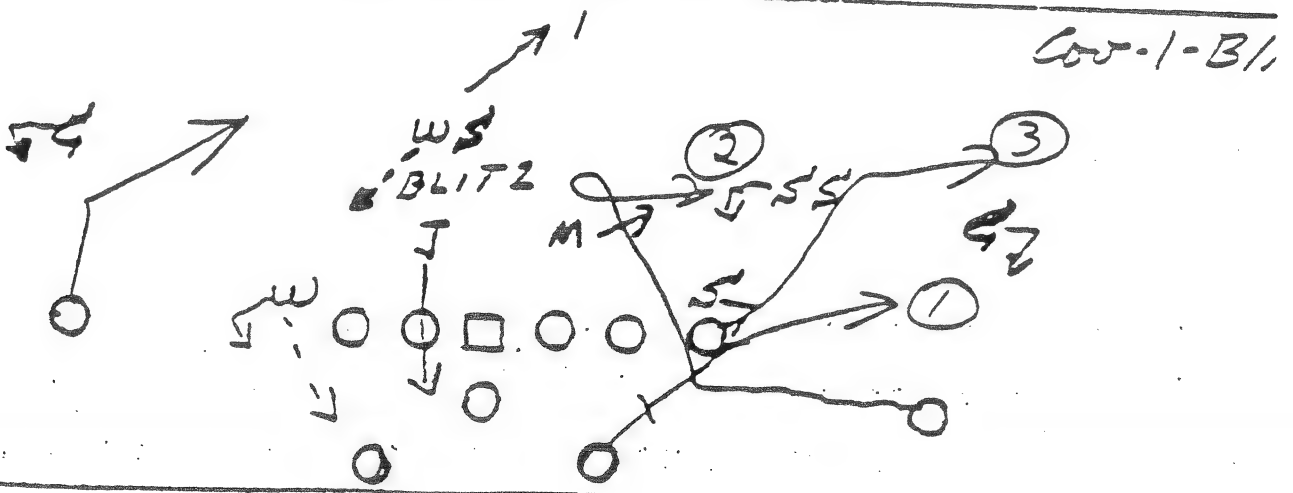
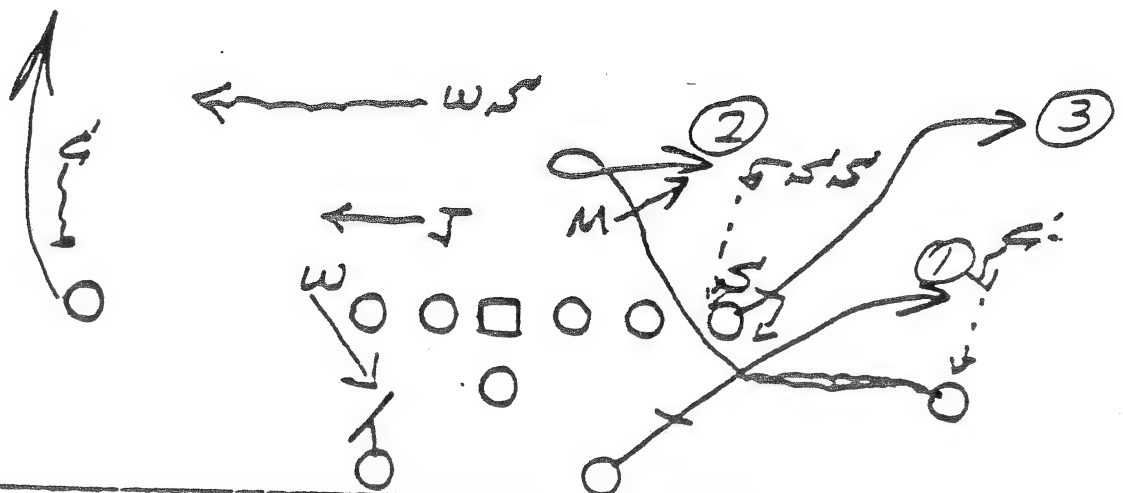
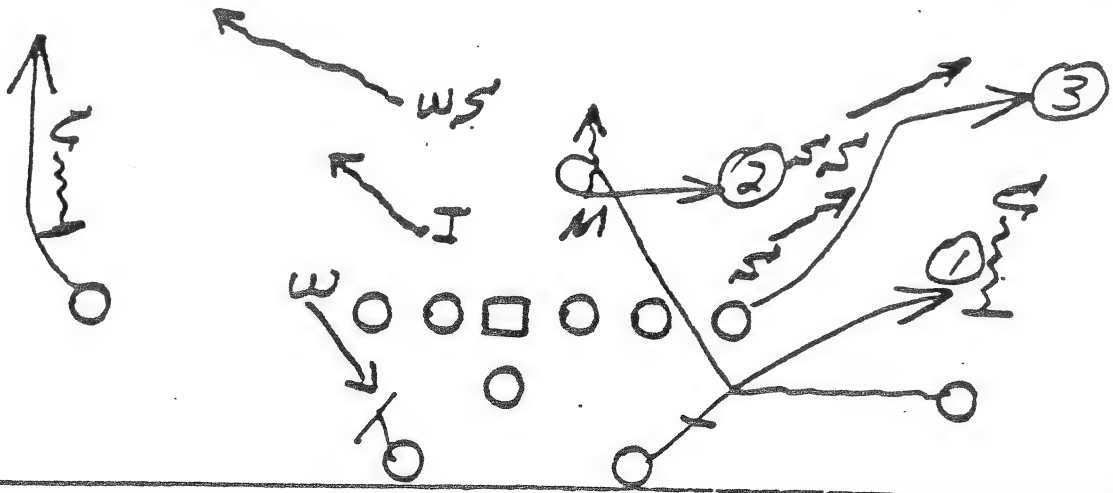
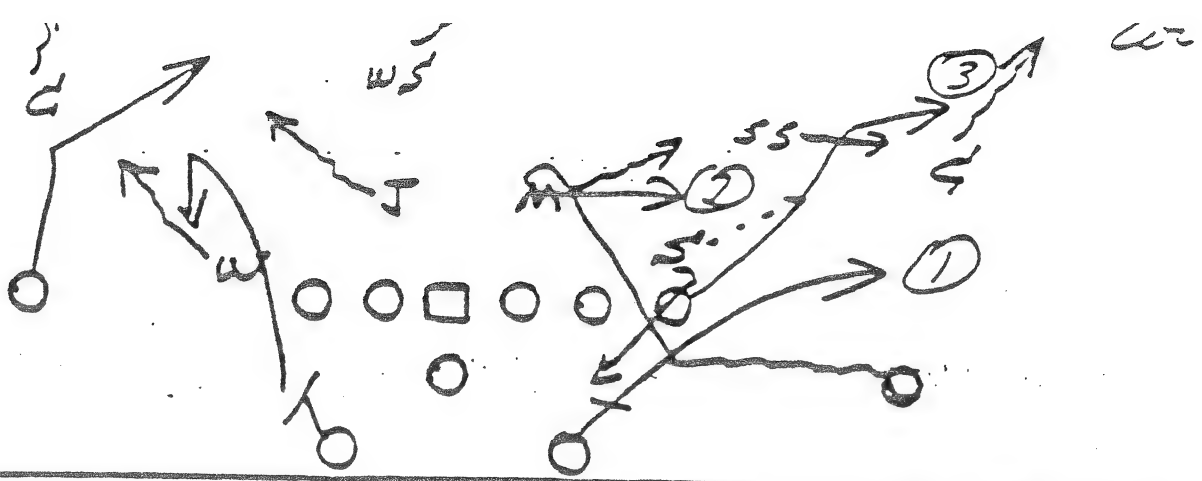
- 1. 2
- 2. F
- 3. 4



0.4 same
Pic out Rip

5

1. F
2. 2
3. 4



90 QB READS

90-91

- Pick a side - X or Z - Dump to H or F
- CP - On Cover 2, X - Z Run Fades - Bump
Run Fades

90-91 Hitch

- Pick a side - X or Z - Dump to H - F
- Stay with Hitch Pattern

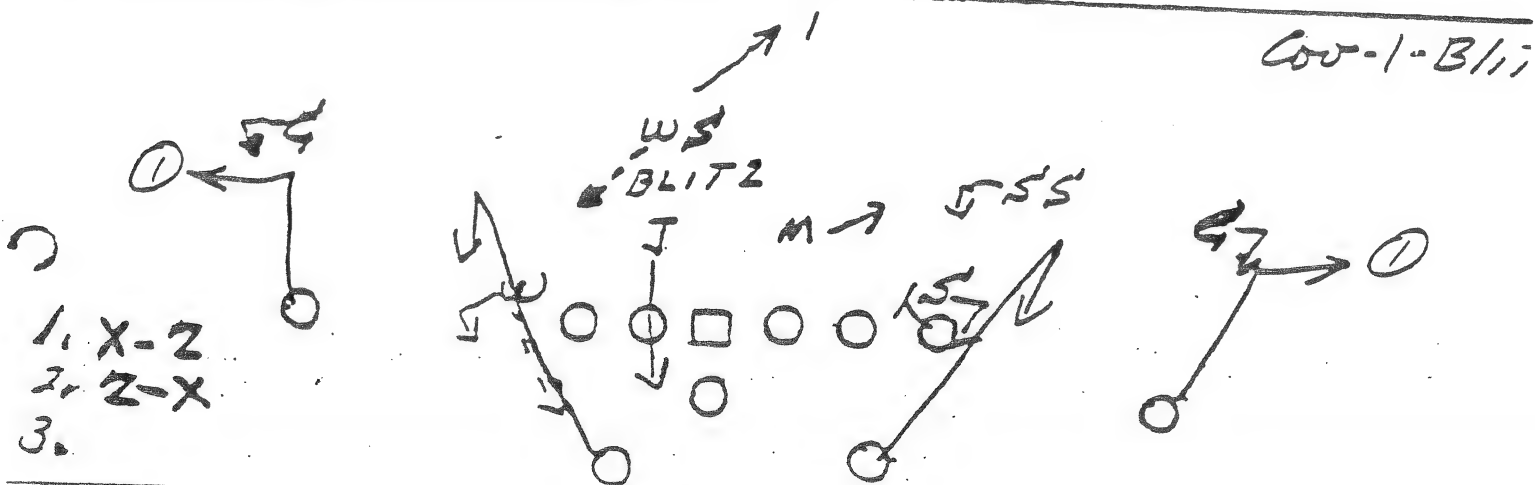
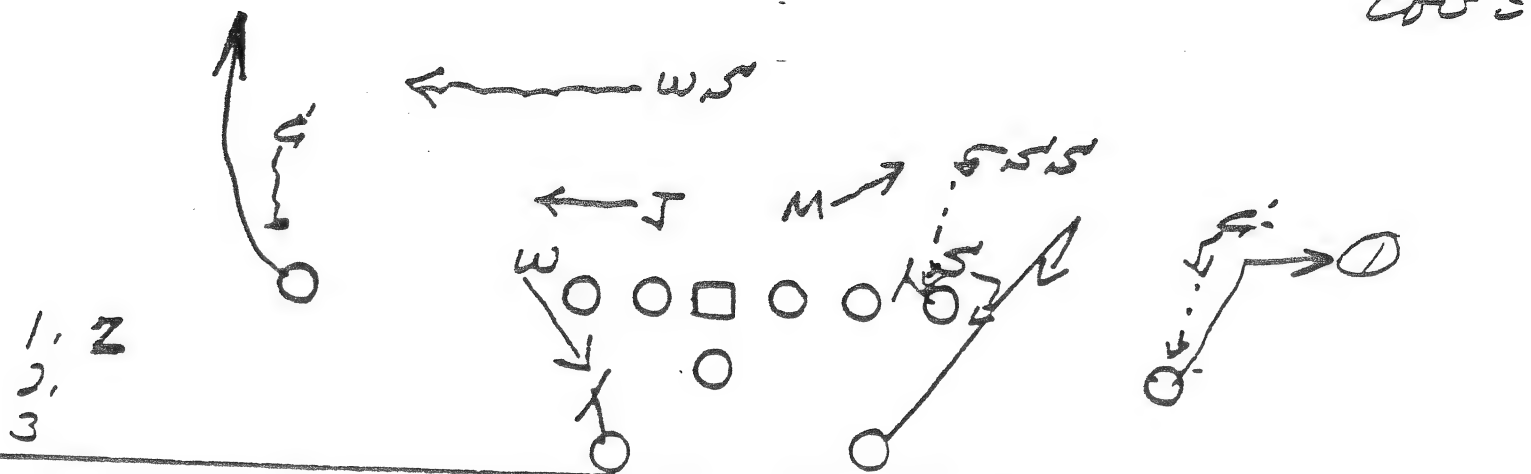
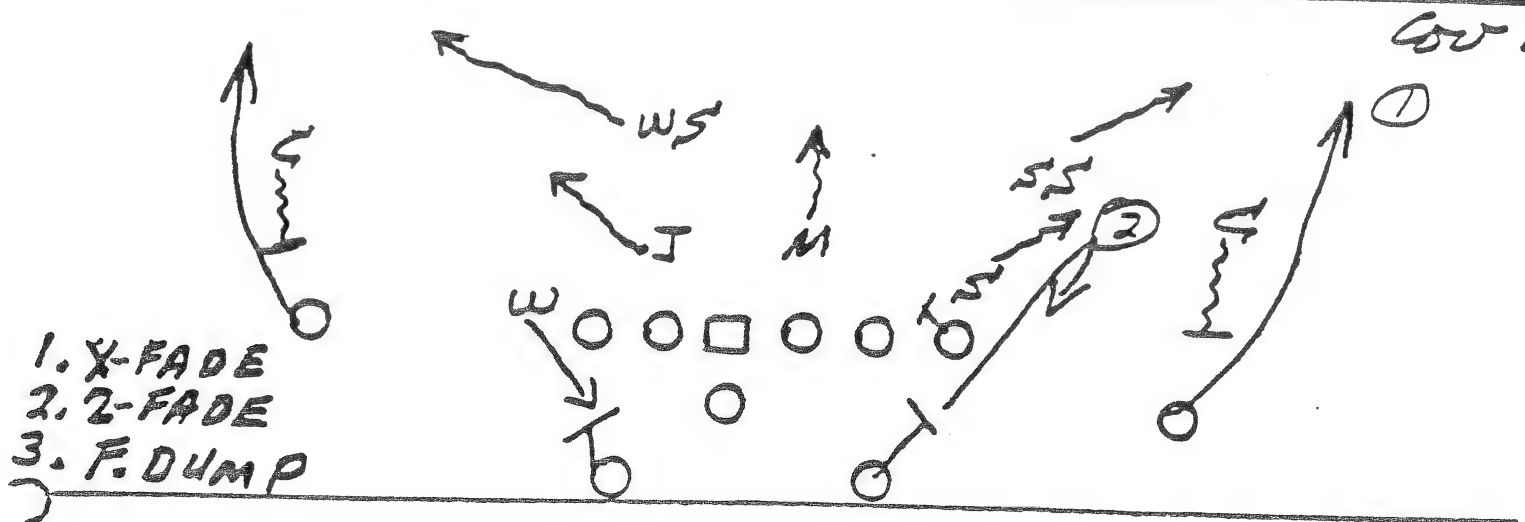
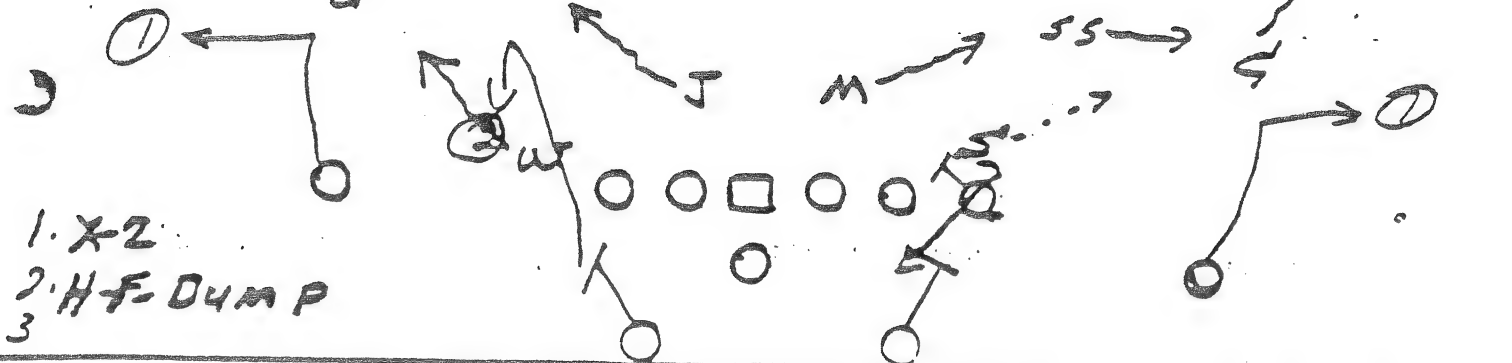
92-93

- Pick a side - Z - Y - F
- CP - Alert for P-3 Cover - Go Wk X - Y - H
Dbl 2 Man - Y - F

94-95

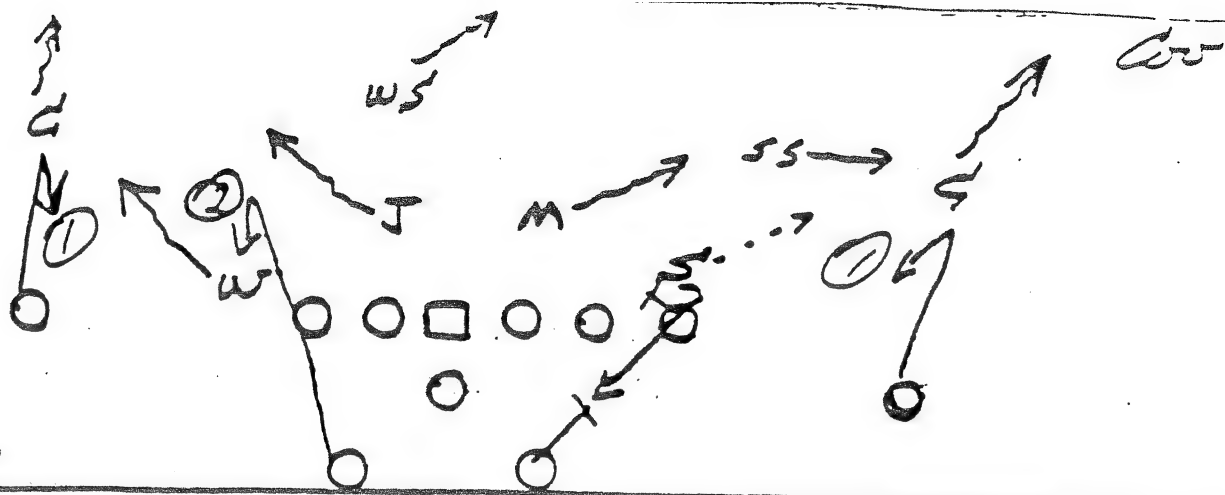
- Zone - Z - Y - F
- CP - Cover 2, X - Z Run Fades
Dbl 2 Man throw away
- CP - P-3 Cover, Go Wk X - H

40

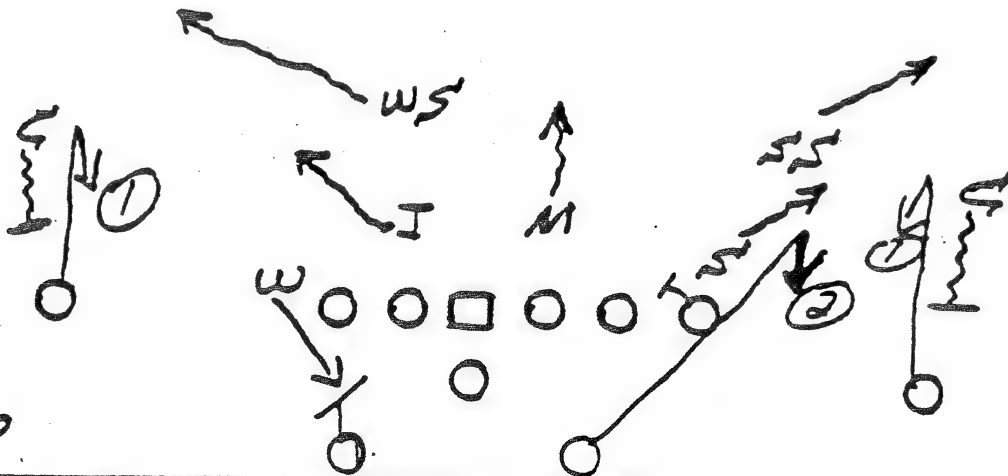


90 Hatch

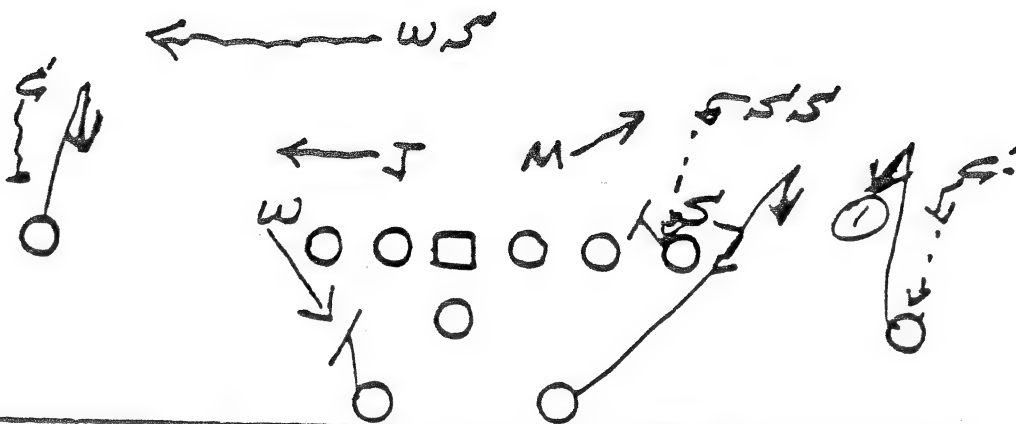
1. X-2
2. Z-X
3. H.F. DUMP



1. X-2
2. Z-X
3. F. DUMP

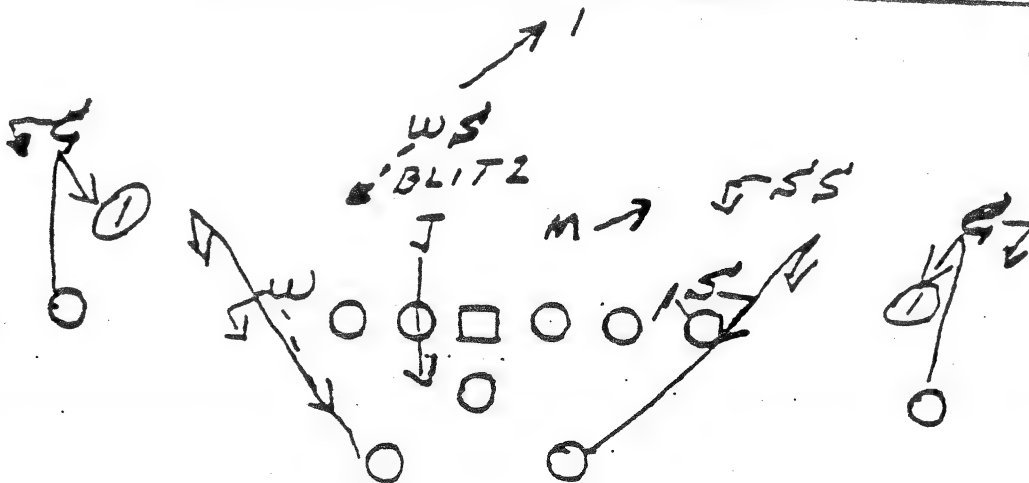


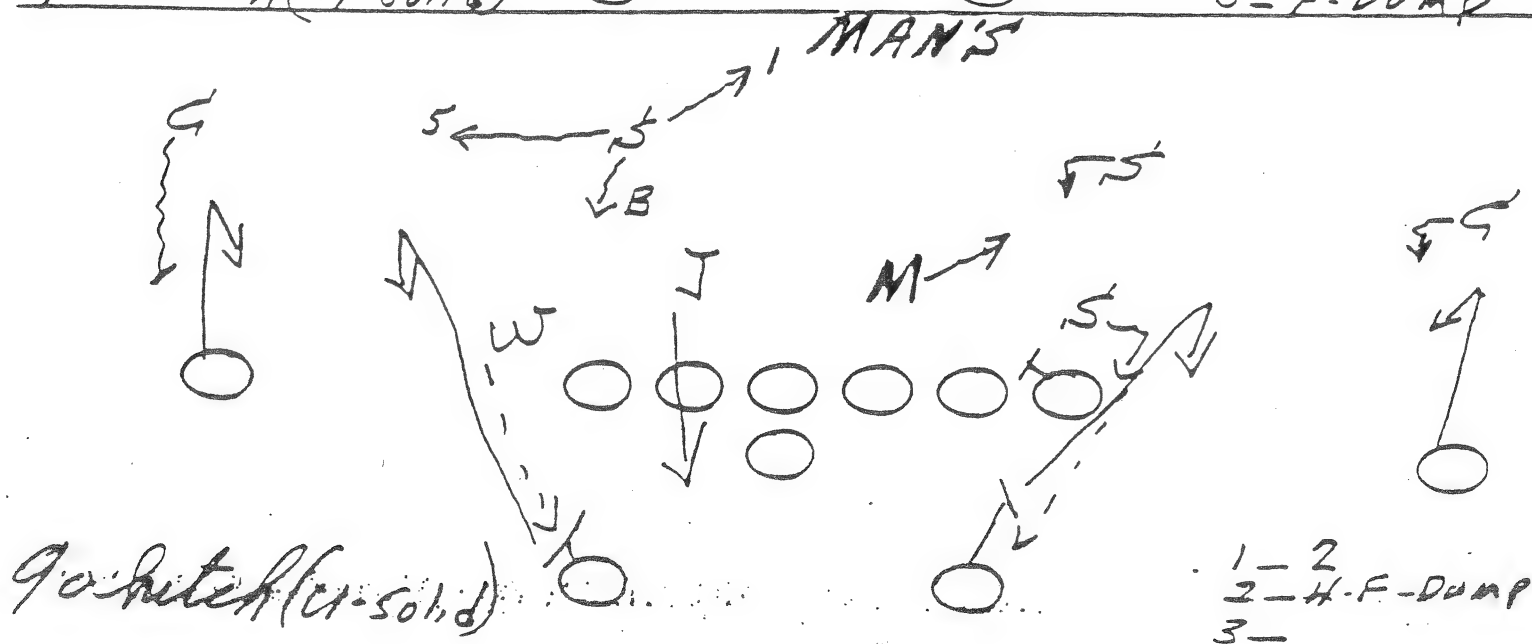
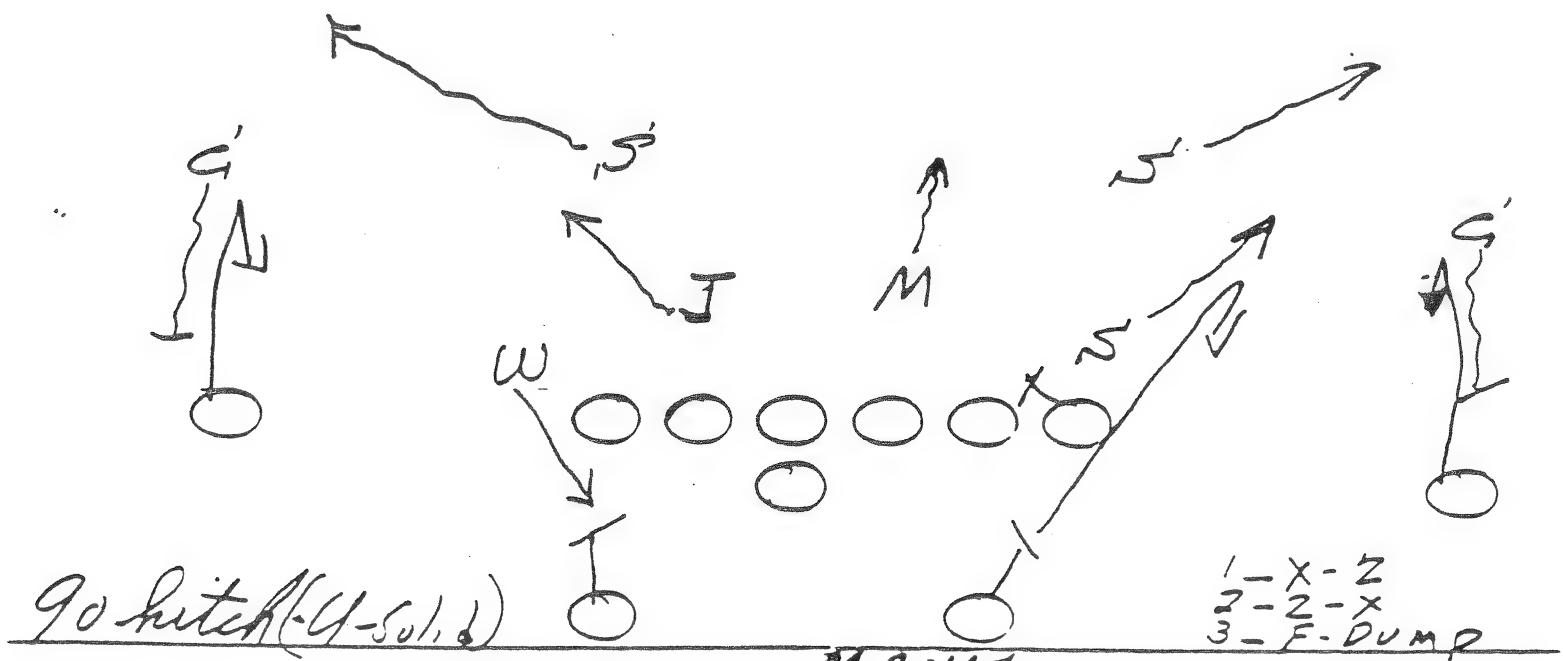
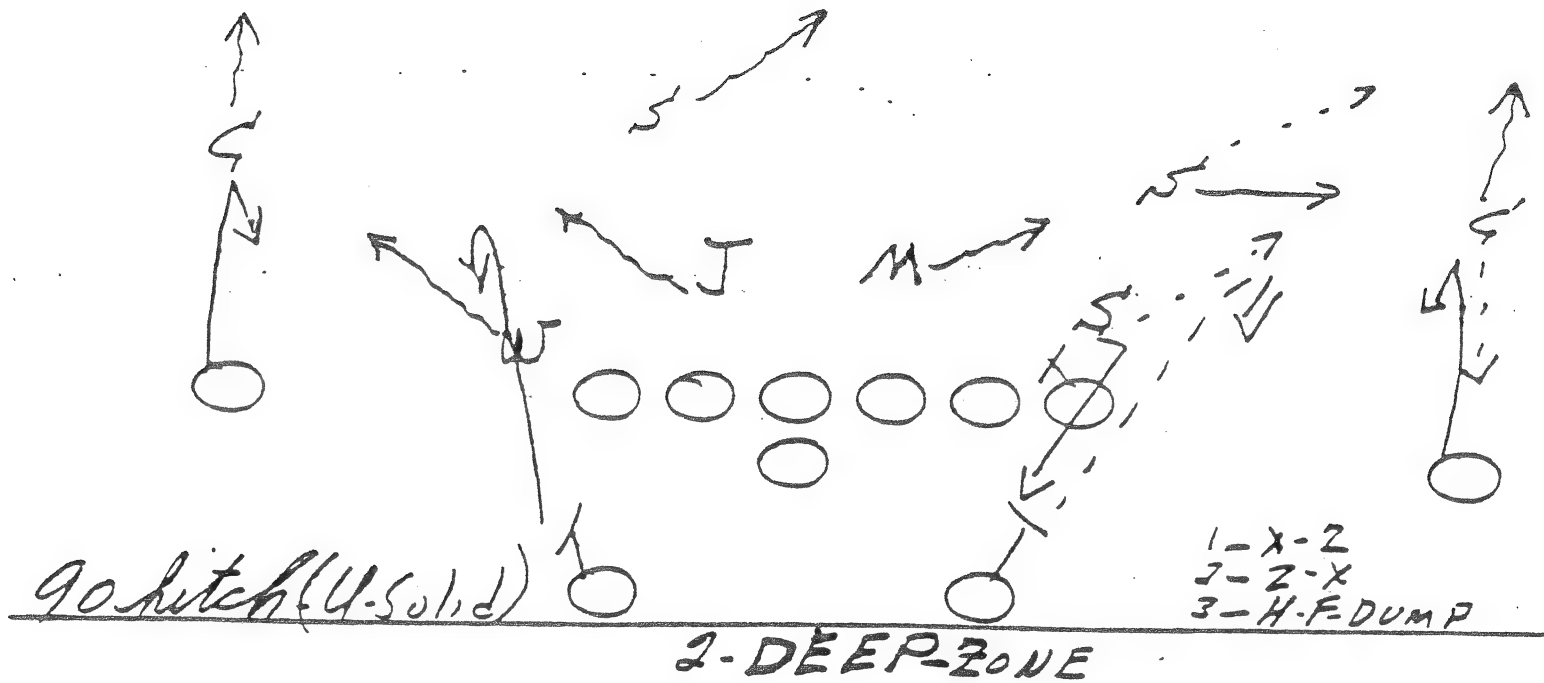
1. 2
- 2.
- 3.



Cov-1-B/11

1. Z-X
2. X-2
- 3.

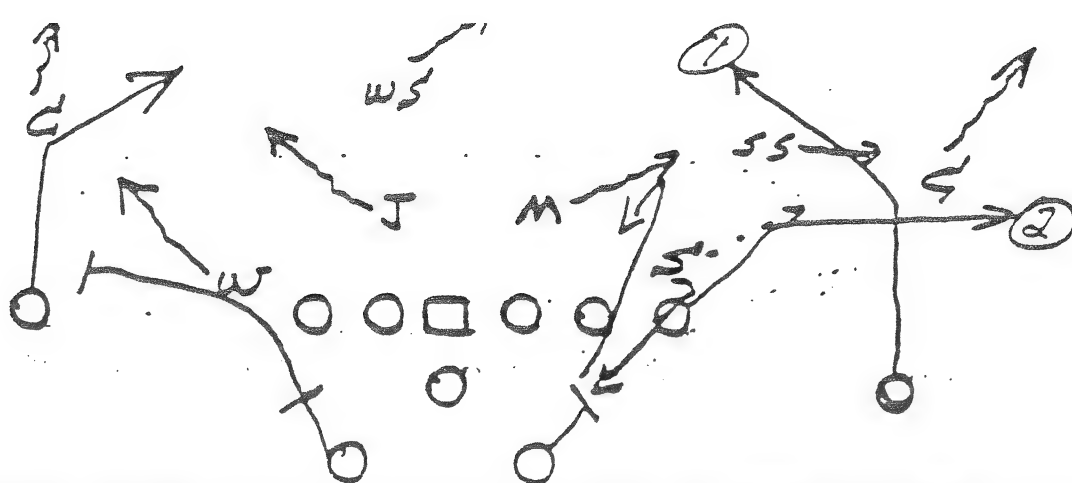




94

3

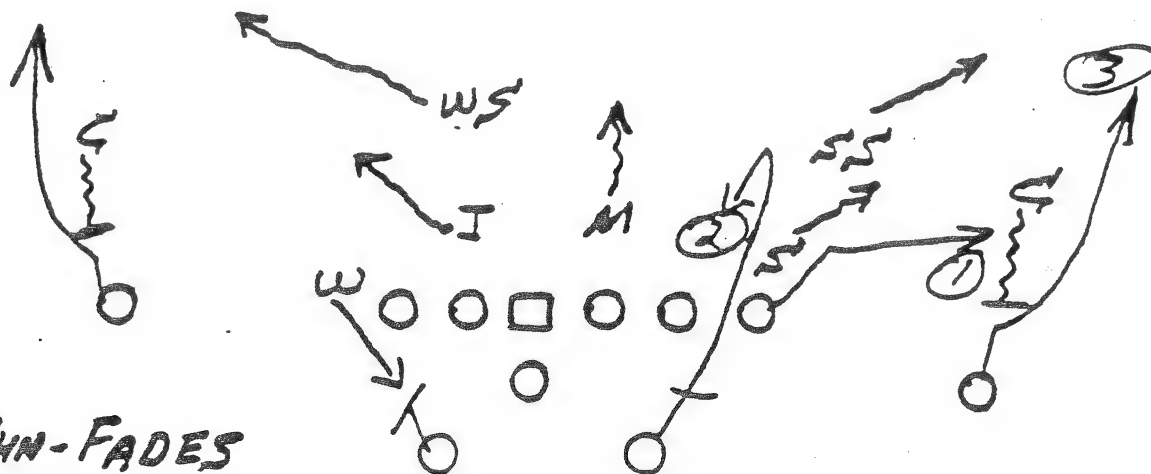
1. 2-X
2. 4-H
3. F



Cov.

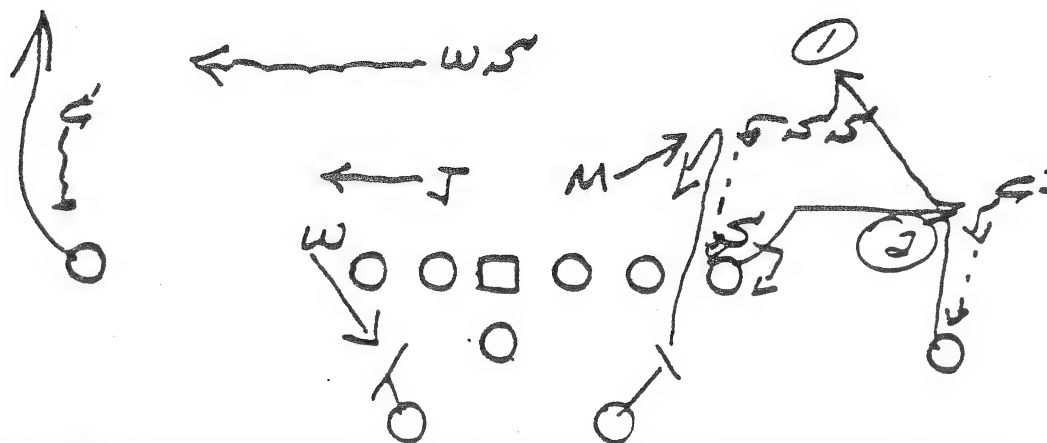
Cov.

1. 4
2. 7
3. X-2-RUN-FADES



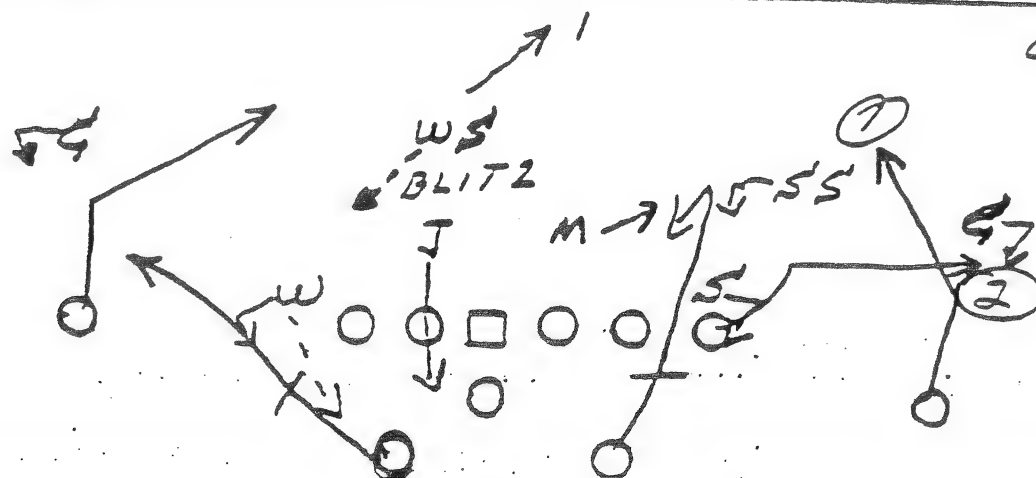
Cov S

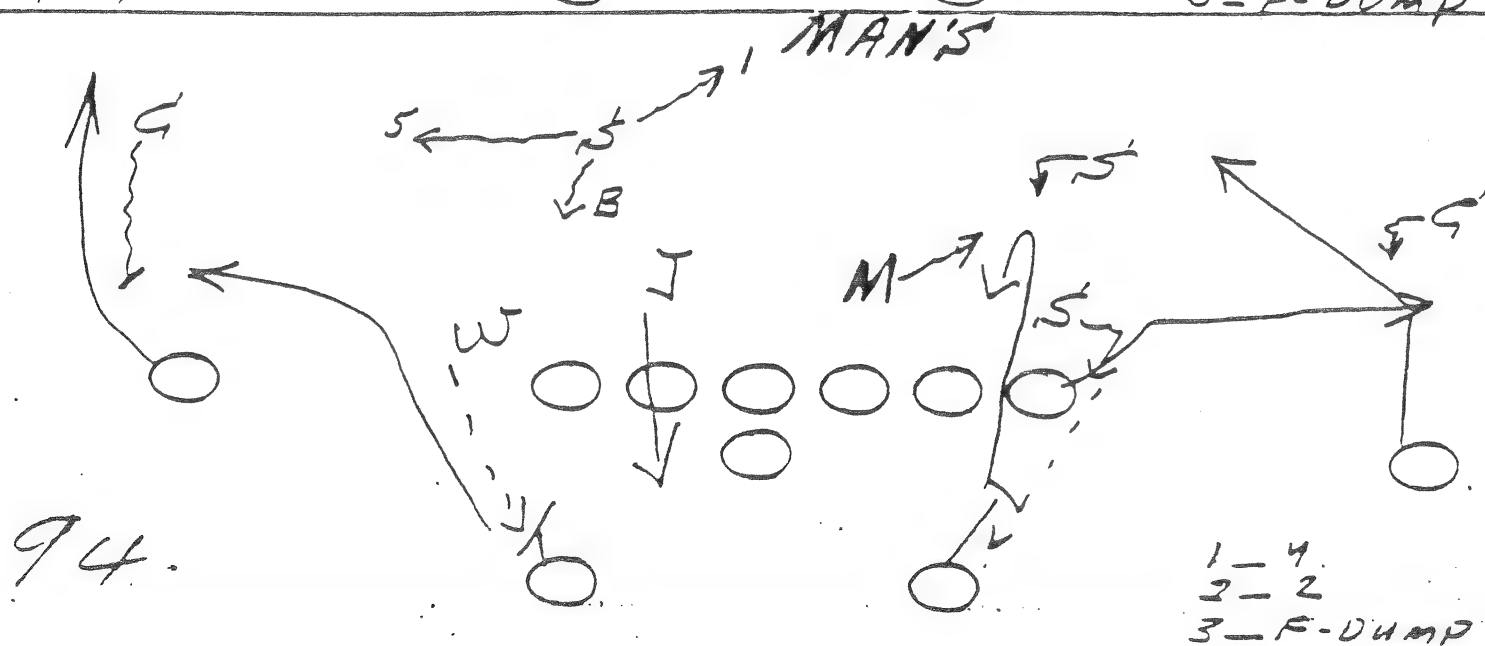
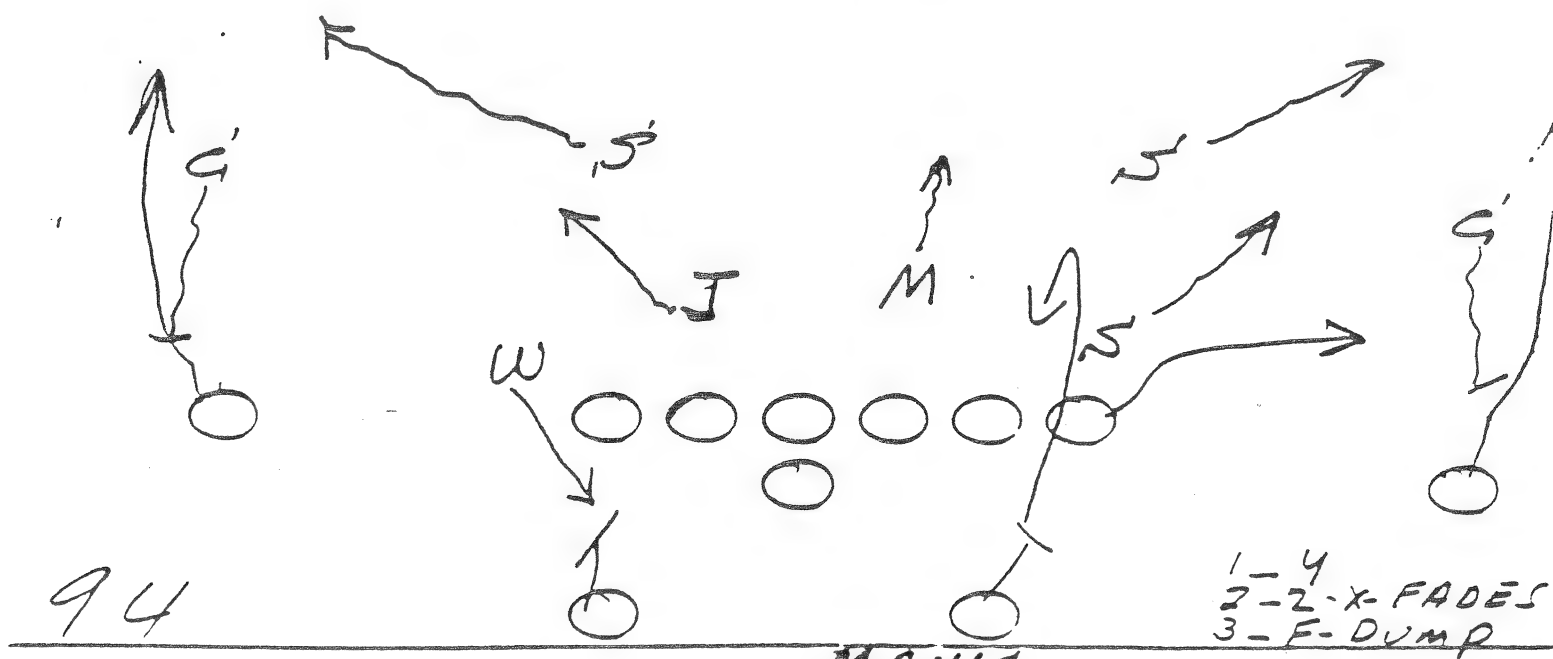
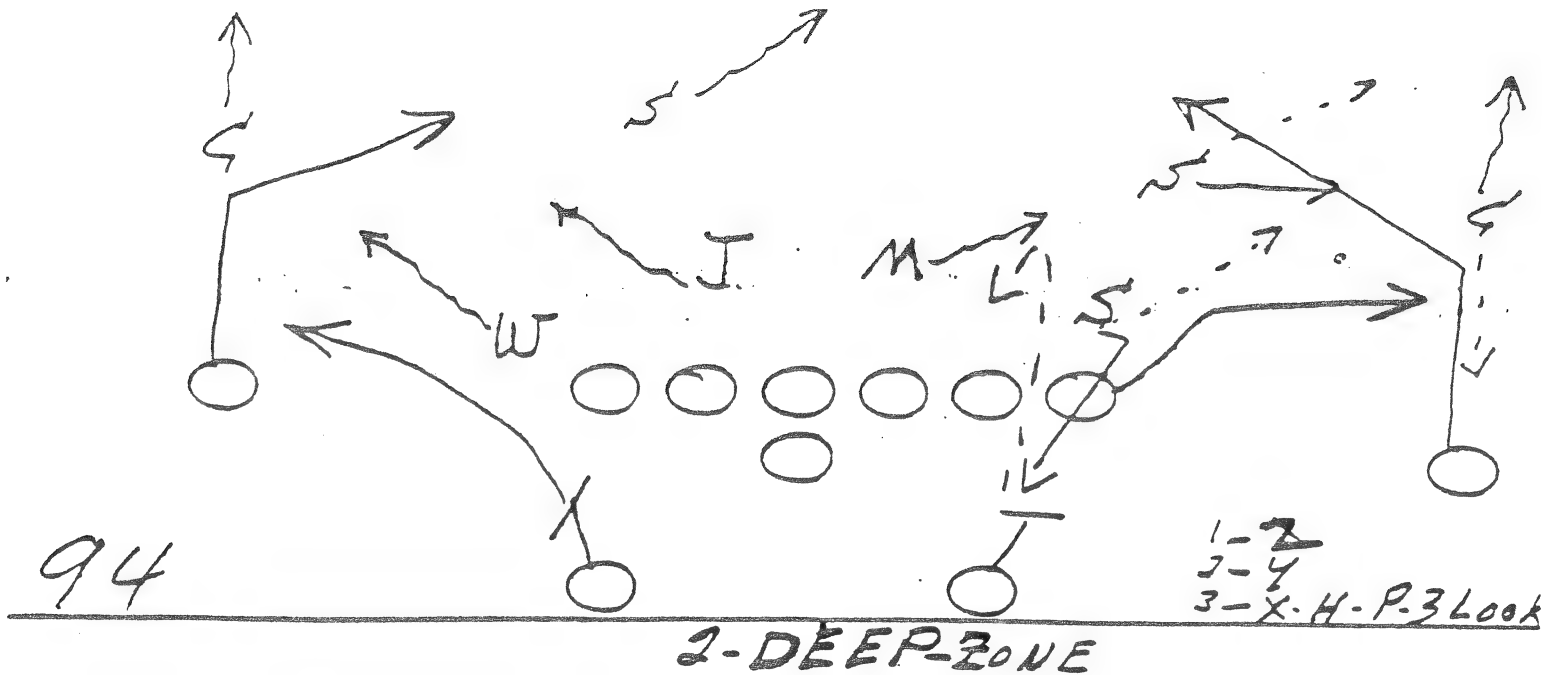
1. 2
2. 4
- 3.



Cov-1-B/17

1. 2
2. 4
3. F





100's QB READS

R-138 Semi

- Man & 3 Deep Zone - Z or X - Dump - F
(Fire H)
- 2 Deep Zone - X - Z Run Fades - Y Shoot
- Man 5 - Z - Y
- Man 1 - X - Z

R-138 Y-Under

- 3 Deep Zone - Y - (Dump to F) - X
- Combo Zebra - Z - X - F
- Man 5 - Z - X
- Man 1 - Y - X

F-136 X-In

- Man & Zone - X - Y - Dump to H -
Alert for WS - WS out of hole, go to Z

F-136 Z-Cross

- Man & Zone - Z - Y - Dump to H
Alert for WS - WS out of hole, go to X

R-134 Y-Seam

- 3 Deep Zone - Y - Z - Dump to H
- 2 Deep Zone - X - Z Run Fades - Y Shoot
- Man 1 - X - Z or Z - X
- Man 5 - Y - Z

R-134 Z-Cross

- 3 Deep Zone - Z - X - Alert for SS drop on TE -
Dump to H
- Man - Either Z or X on WS Read

P-138 Top

- 3 Deep Zone - Y - X (Dump F)
- 2 Deep Zone - X - Z (Dump F)
- Man 5 - Y - Z
- Man 1 - Y - X

P-138 Sin

- 3 Deep Zone - Y - Z (Dump F)
- 2 Deep Zone - Y on Seam Read - Z (Dump F)
- Man 5 - Y - Z
- Man 1 - Z - X

100's QB READS (continued)

R-114 Y-Flag

- 3 Deep Zone - Y - H - Z - Read Corner for throw
- Combo Zebra - Z - X
- Man 5 - Z - X
- Man 1 - Y - Z

R-114 Y-Seam

- 3 Deep Zone - Y in Seam Z (Dump H)
- 2 Deep Zone - Y in Seam Read (Dump H)
- X - Z Run Fades
- Man 5 - Y - Z
- Man 1 - Y - Z

200's QB READS

258 - 259

- Zone - Man - W - Z - H

300's QB READS

SC 337 Naked

- F to Y - Run

S-315 Semi D-Slant

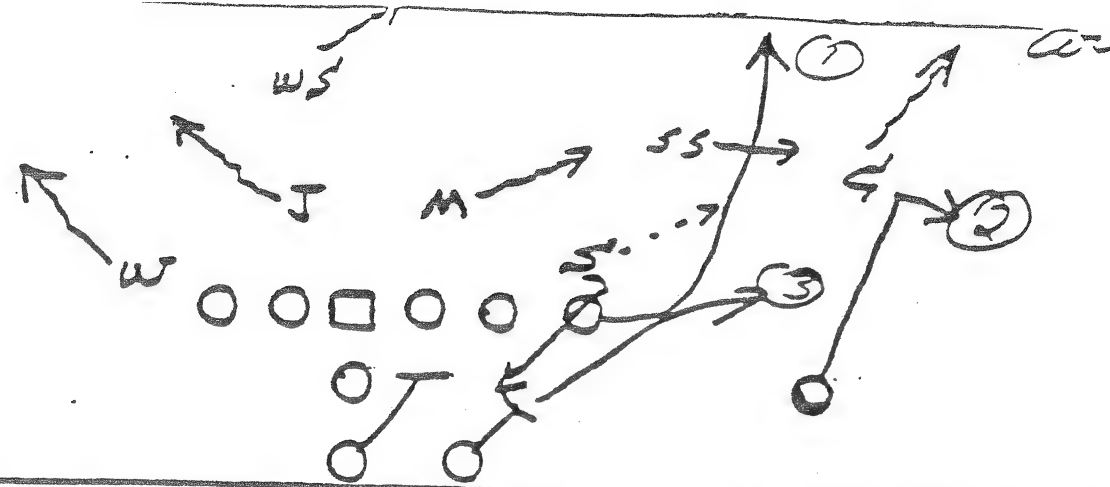
- Z - Y - Dump to H

SC 317 Special

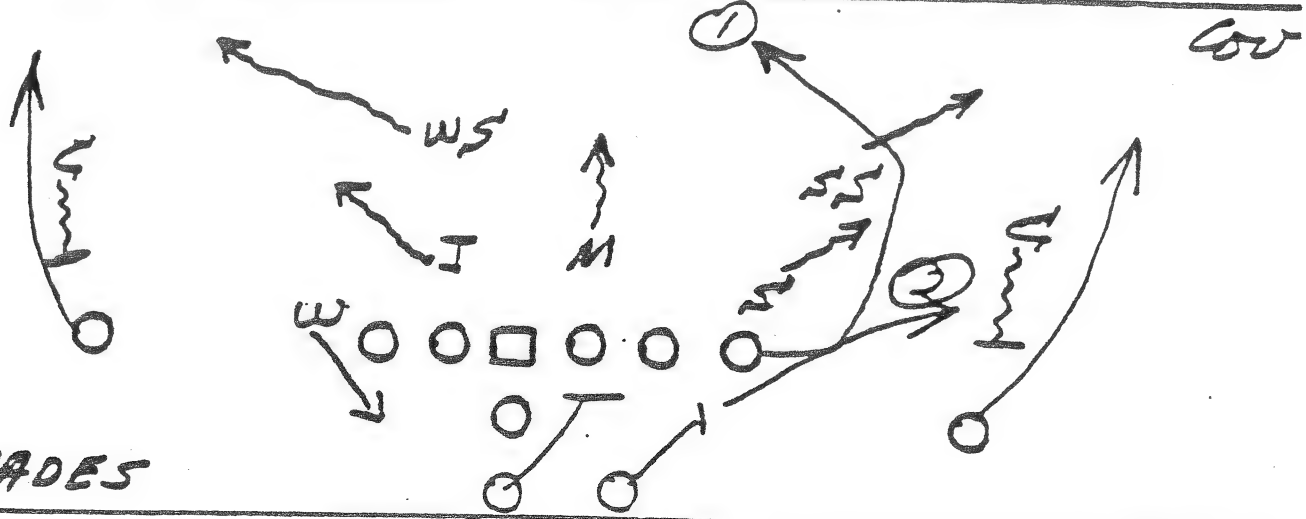
- H - Z - Run

R-114
 4-SEAM
 5

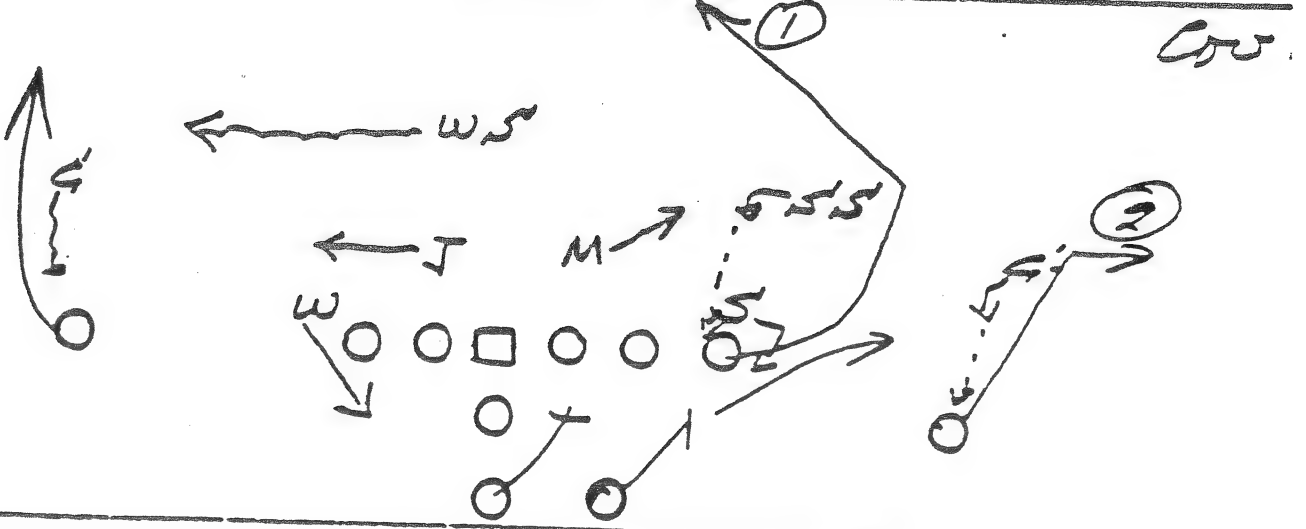
- 1. 4
- 2. 2
- 3. H



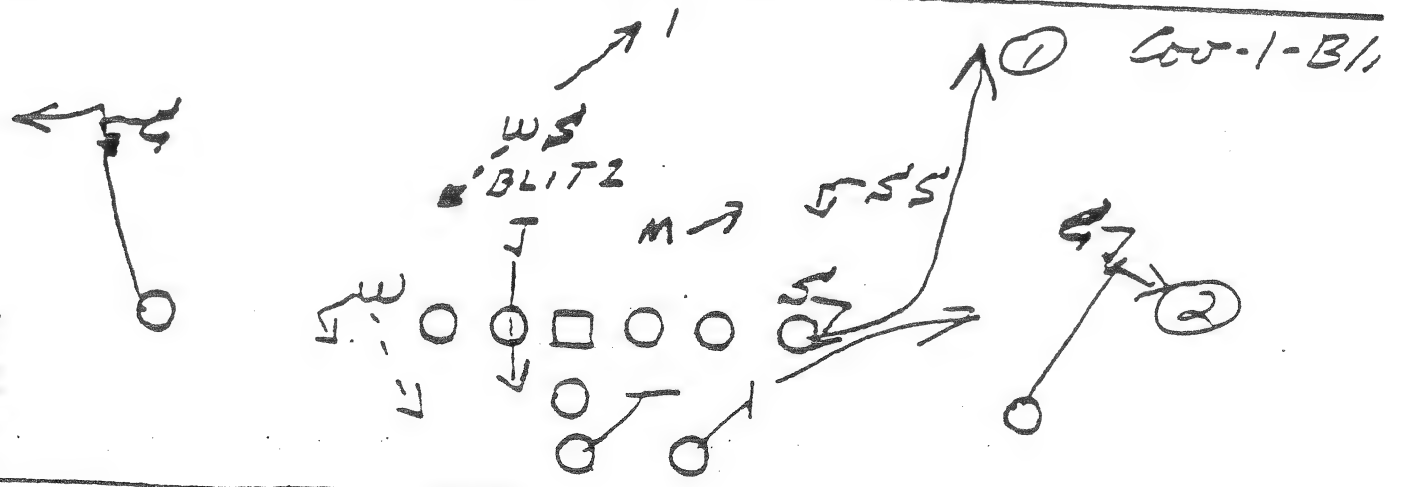
1. 4
 2. H
 3. X-2-FADES



- 1. 4
- 2. 2
- 3

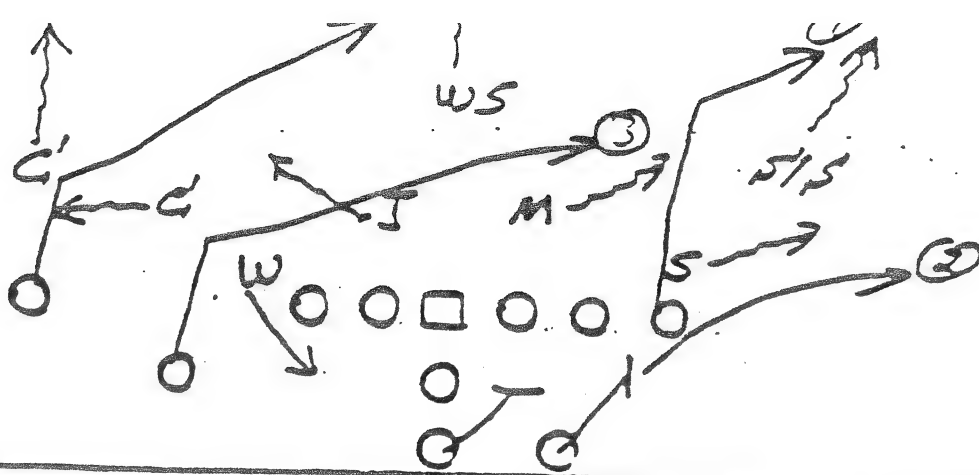


- 1. 4
- 2. 2
- 3. X



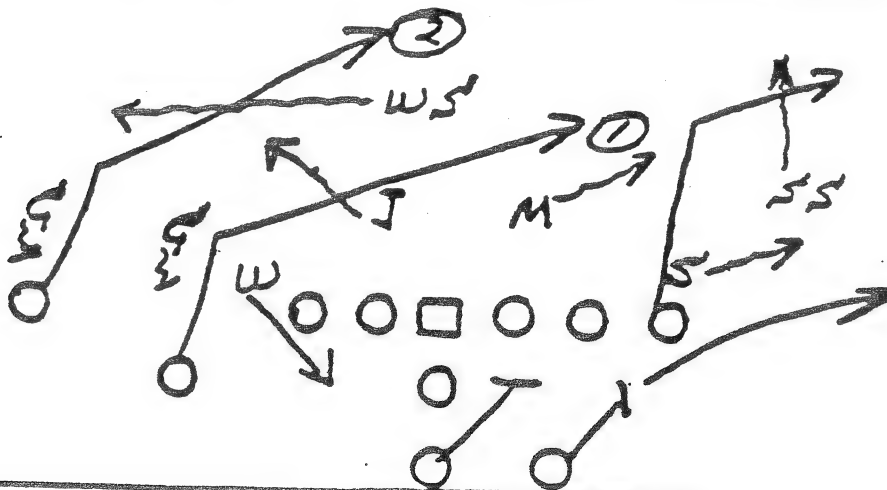
7-11-7
4-F/49

COV 5



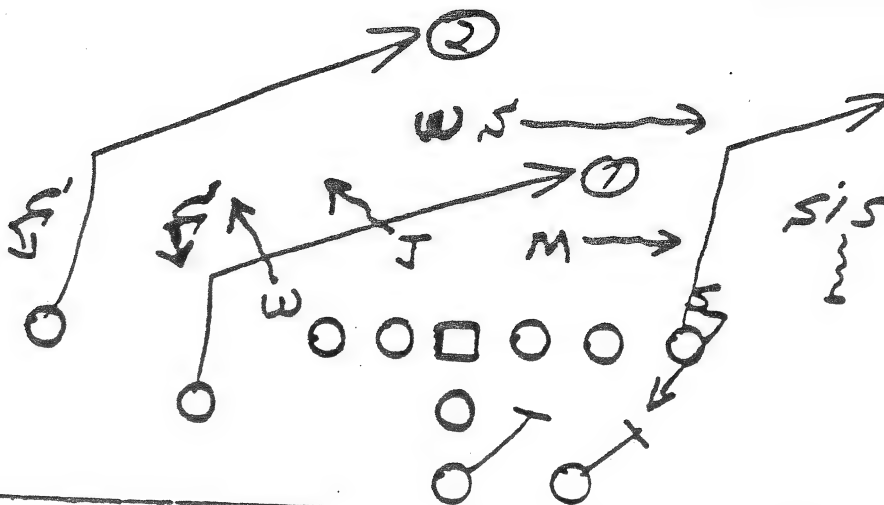
1. 4
2. 4
3. 2

COV 302
Comb.



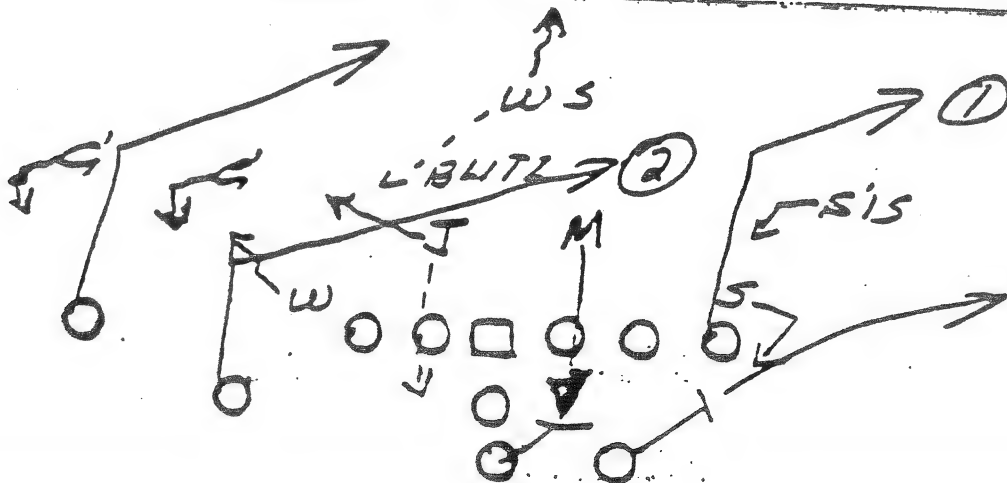
1. 2
2. X
3.

COV - 5



1. 2
2. X
3.

COV-1-Bli

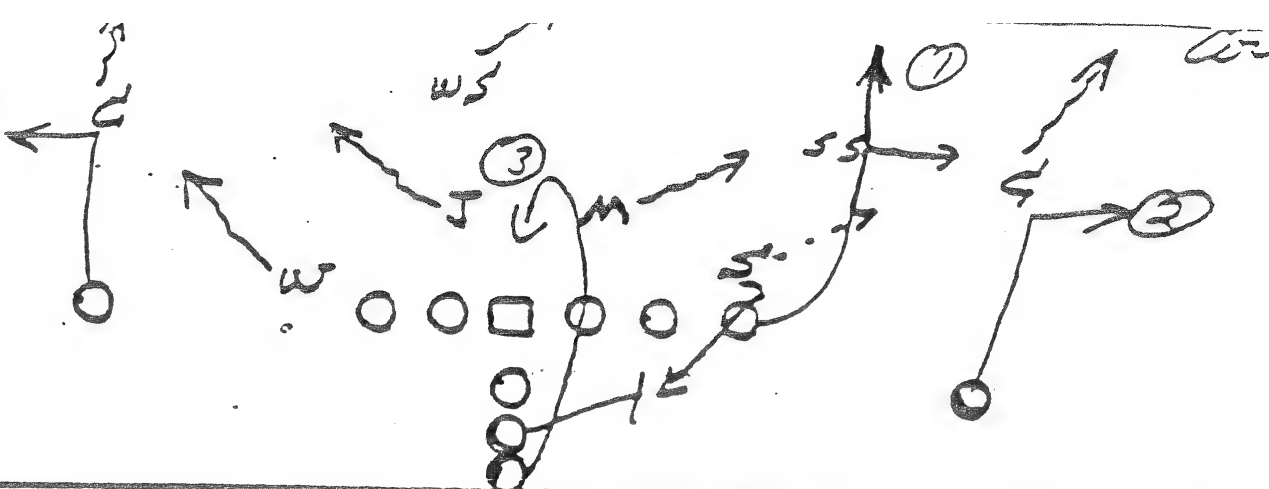


1. 4
2. 2
3.

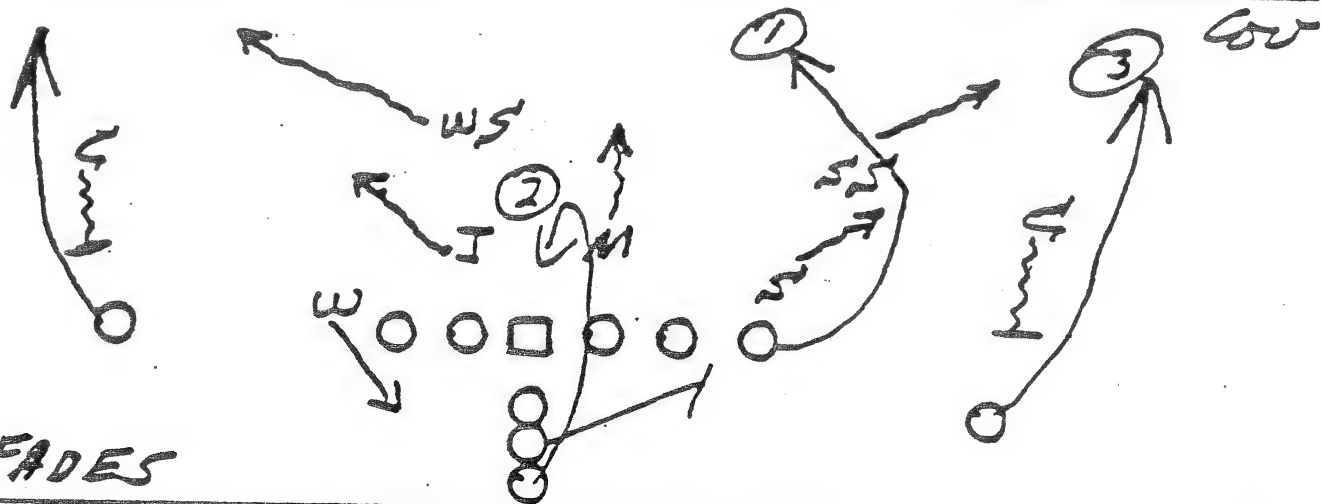
K-134
4-SEAM

3

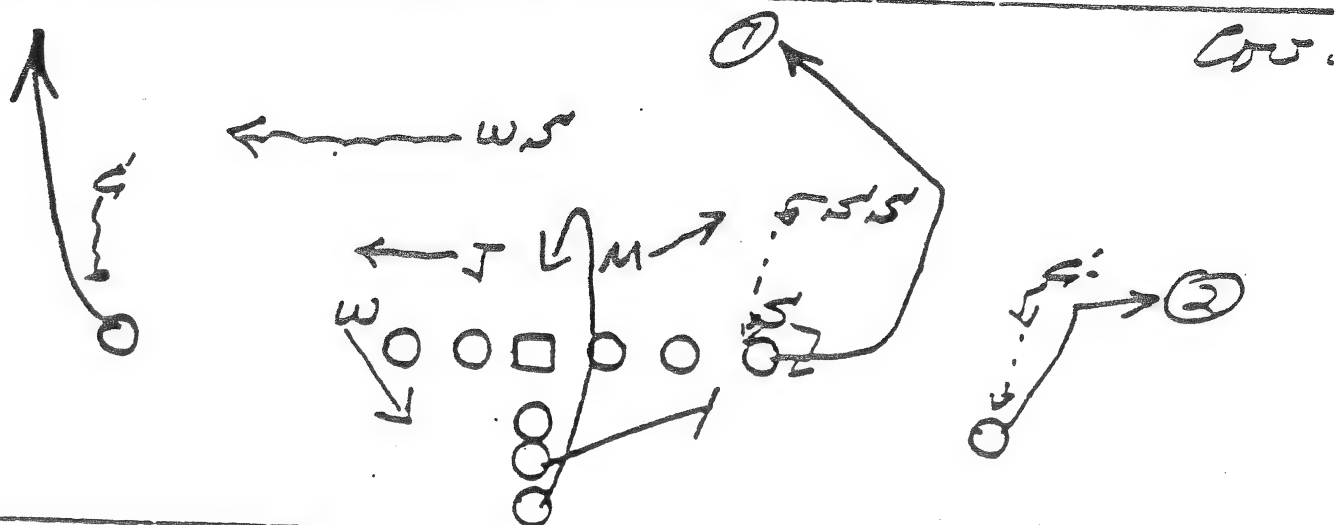
1. 4
2. 2
3. 4



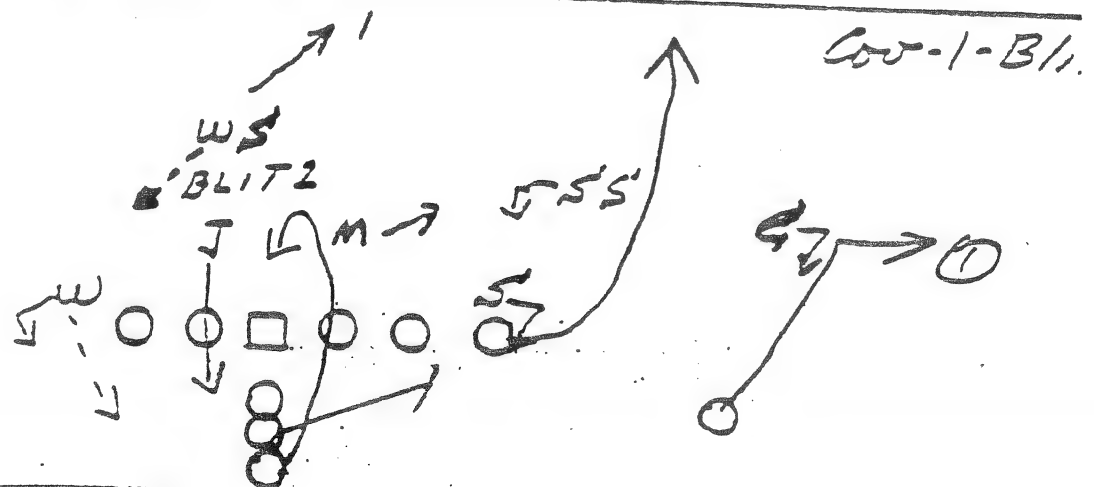
1. 4
2. F
3. X-2-FADES



1. 4
2. 2
- 3.



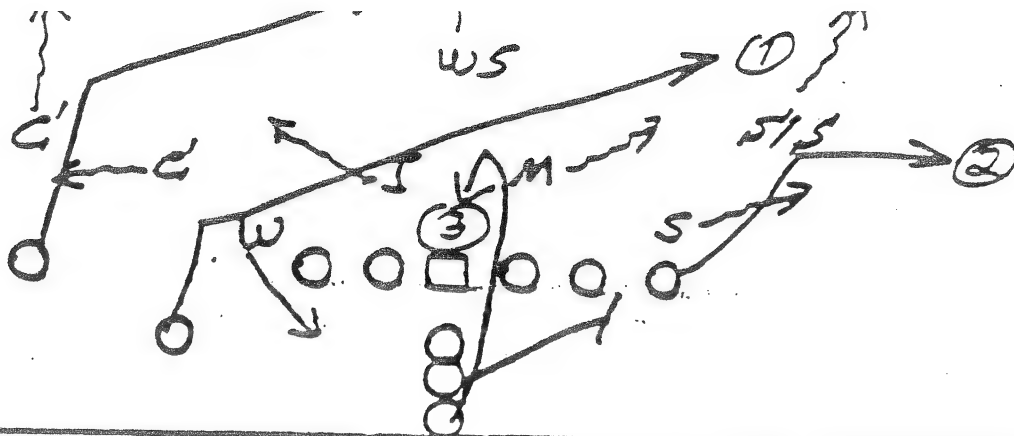
1. 2-X
2. X-2
- 3.



Z-Crs

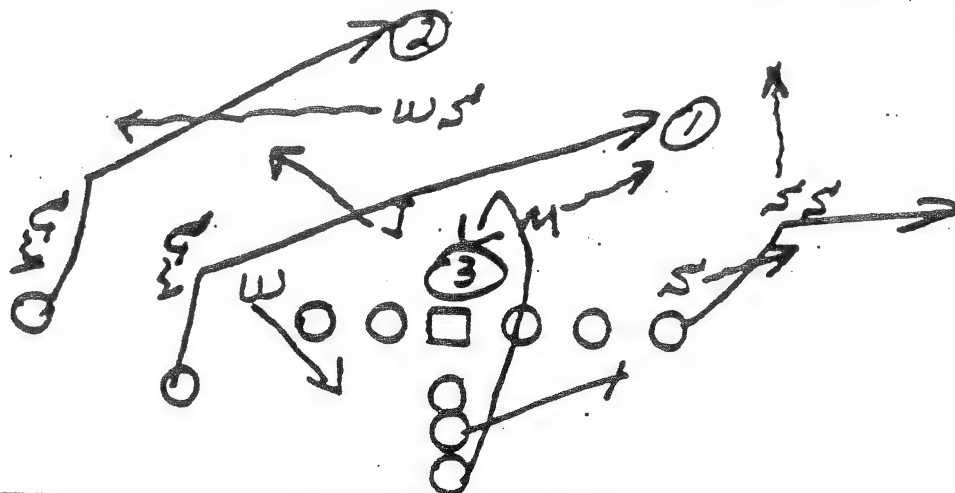
5

1. 2
2. 4
3. X



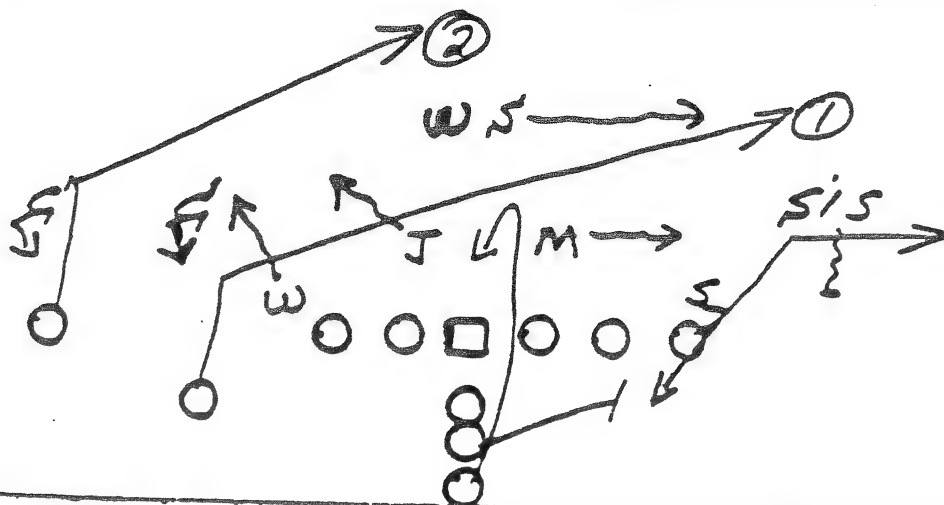
Cov 28 Br
Comb.

1. X-2
2. 2-X
3. H



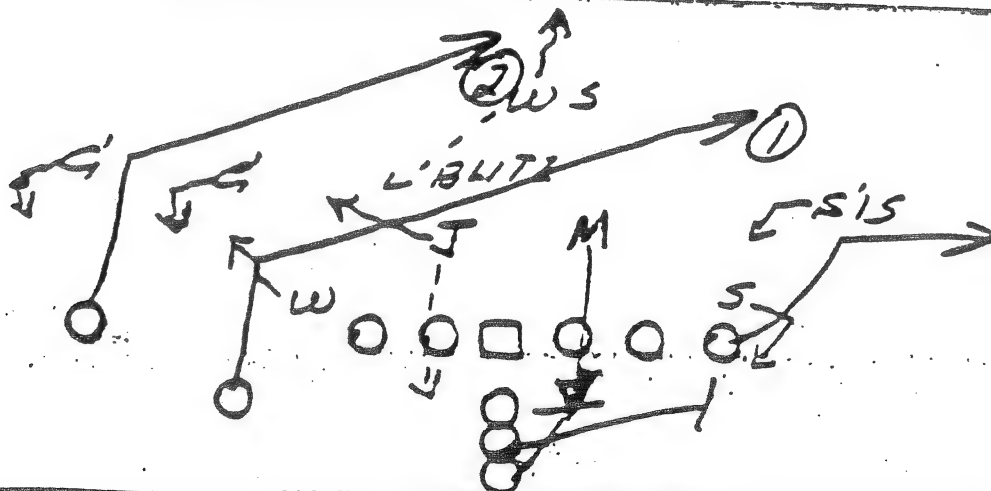
Cov - 5

1. 2
2. X
3.



Cov - 1 - Bl.

1. 2
2. X
3.



F. 136

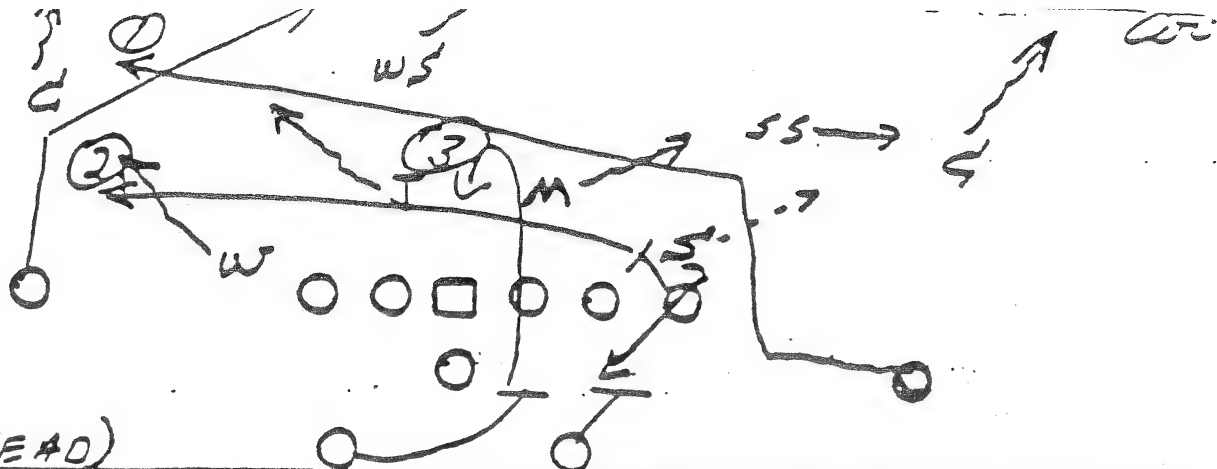
Z-CR

5

1. 2

2. 4

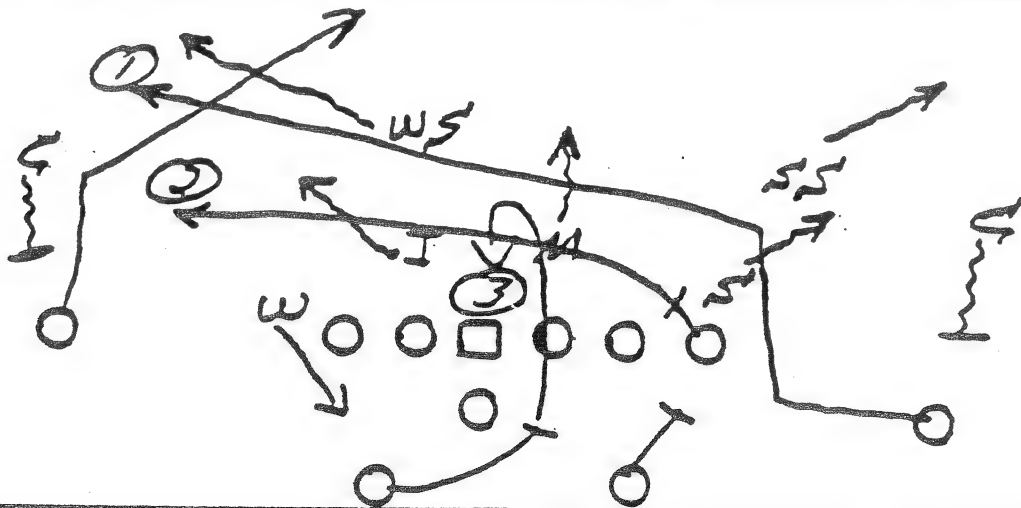
3. H (WS-READ)



1. 2

2. 4

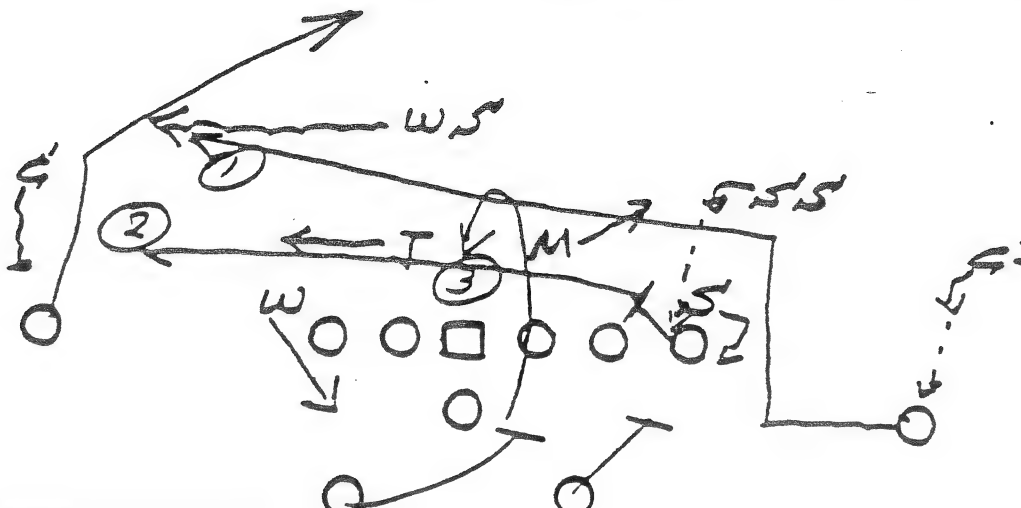
3. H



1. 2

2. 4

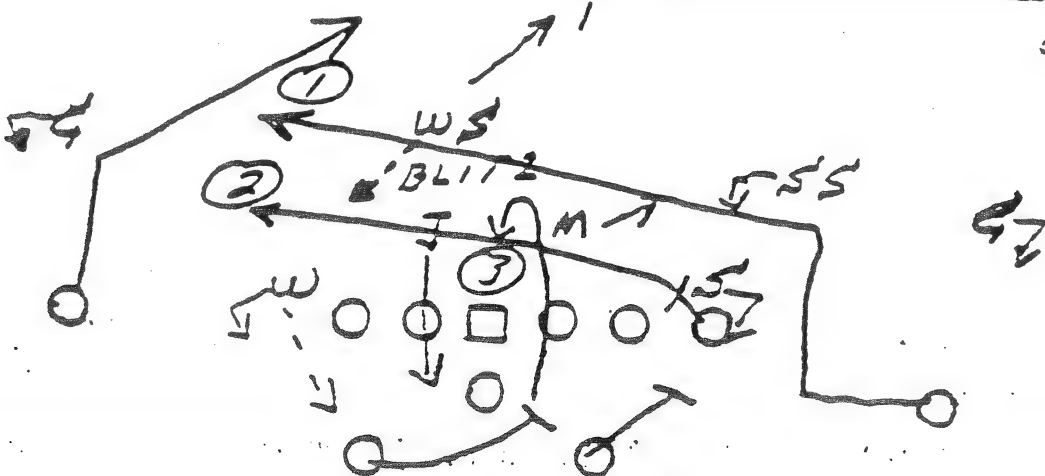
3. H



1. 2

2. 4

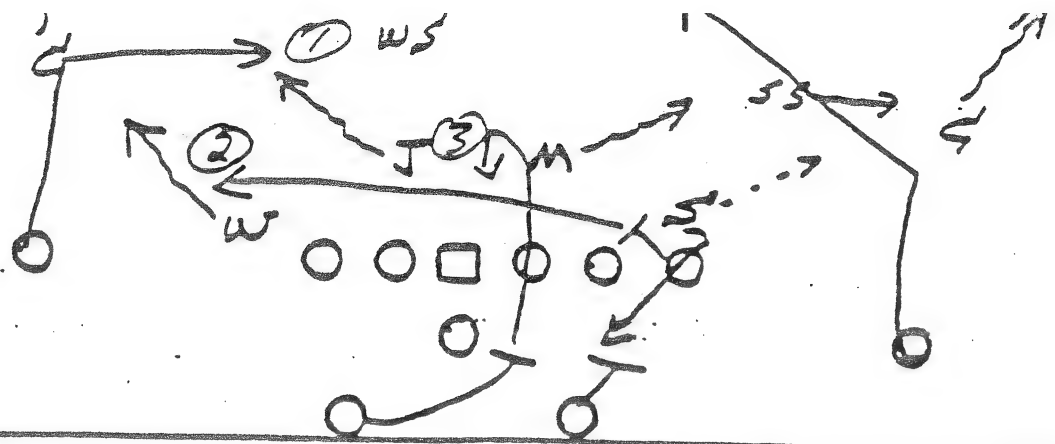
3. H



X-1N

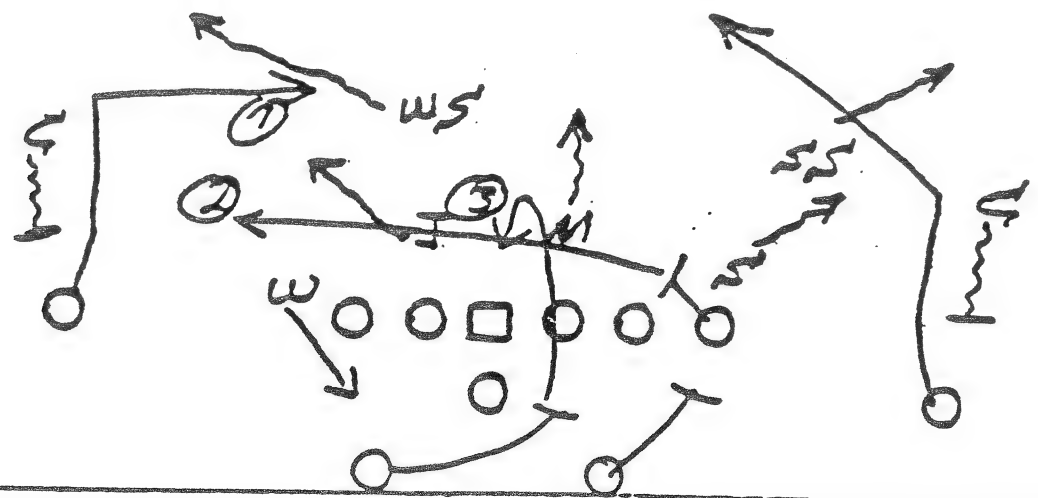
3

- 1. X
- 2. 4
- 3. H



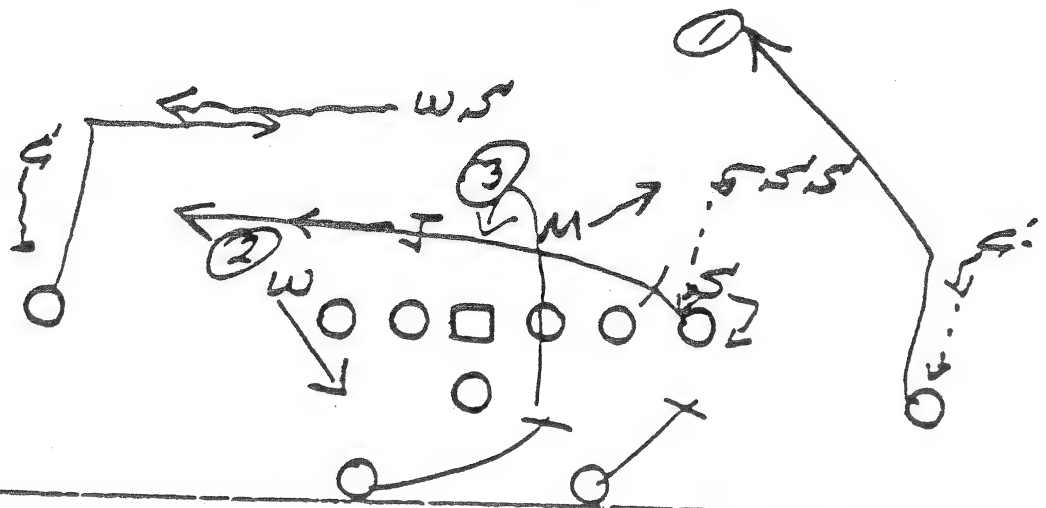
Cov

- 1. X
- 2. 4
- 3. H



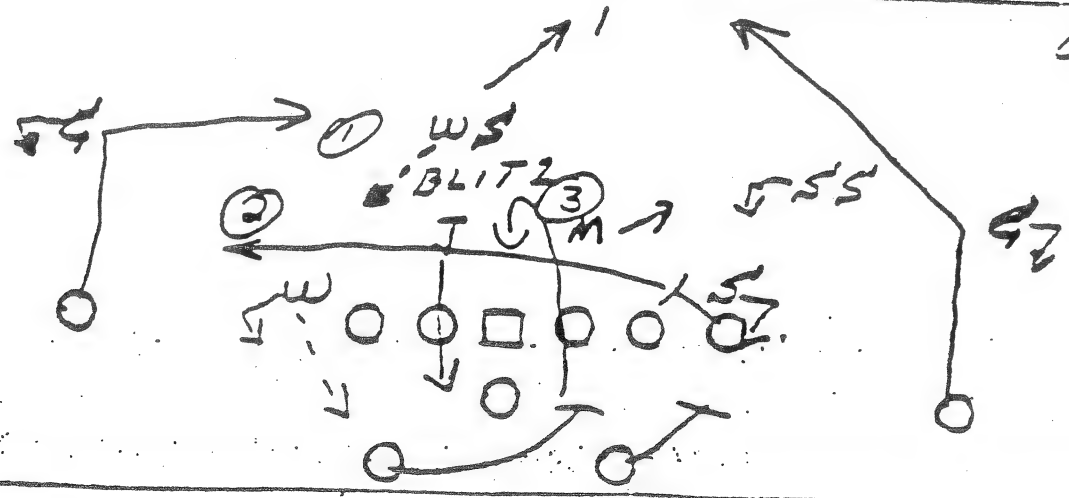
Cov

- 1. 2
- 2. 4
- 3. H



Cov-1-B1

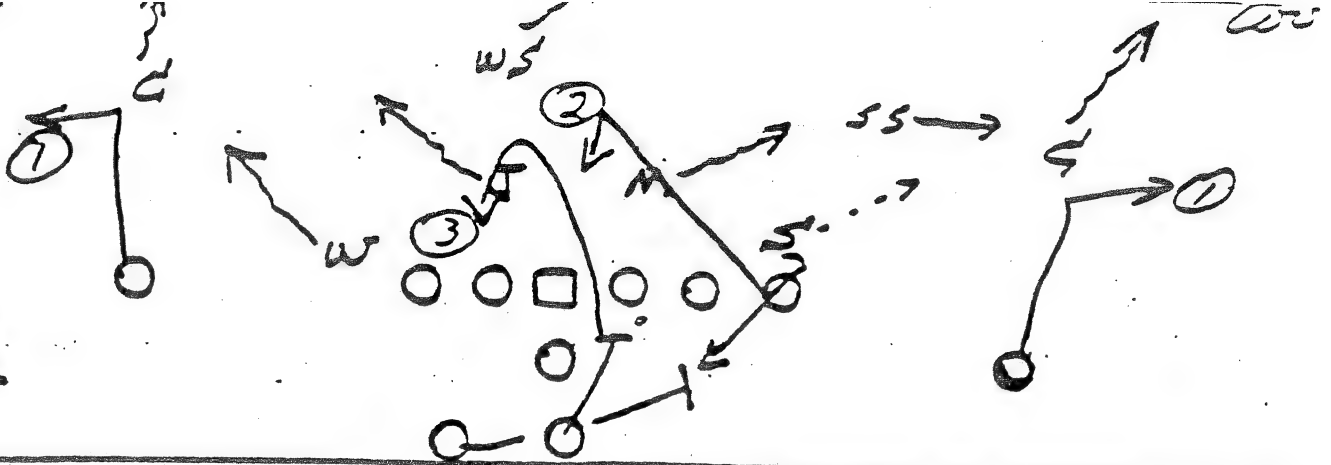
- 1. X
- 2. 4
- 3. H



K.138
Semi

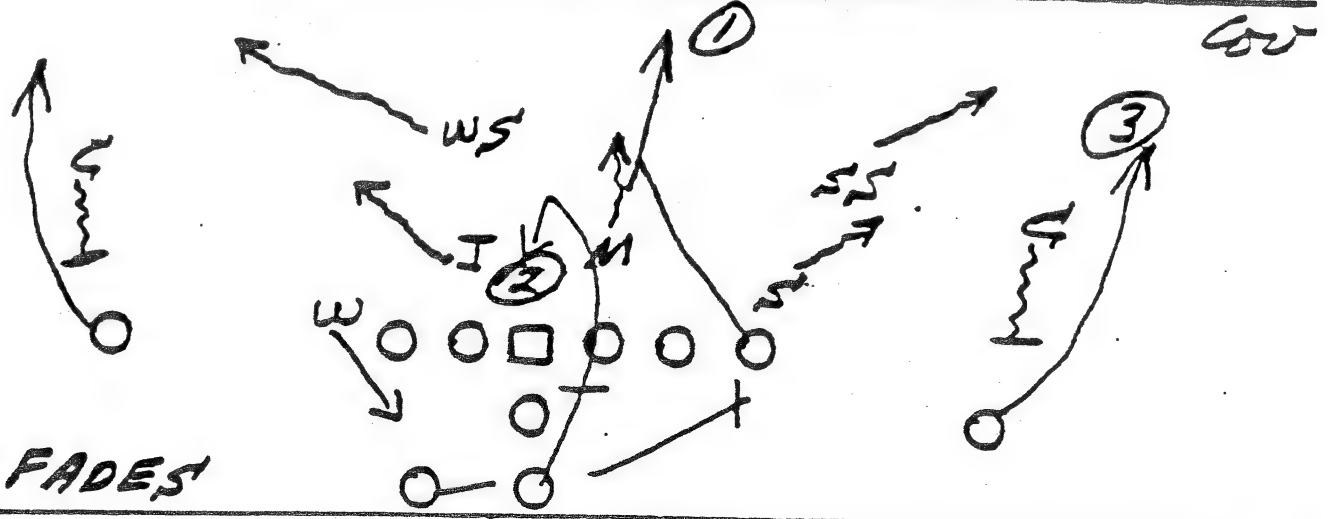
5

- 1. 2-X
- 2. 4-2
- 3. F

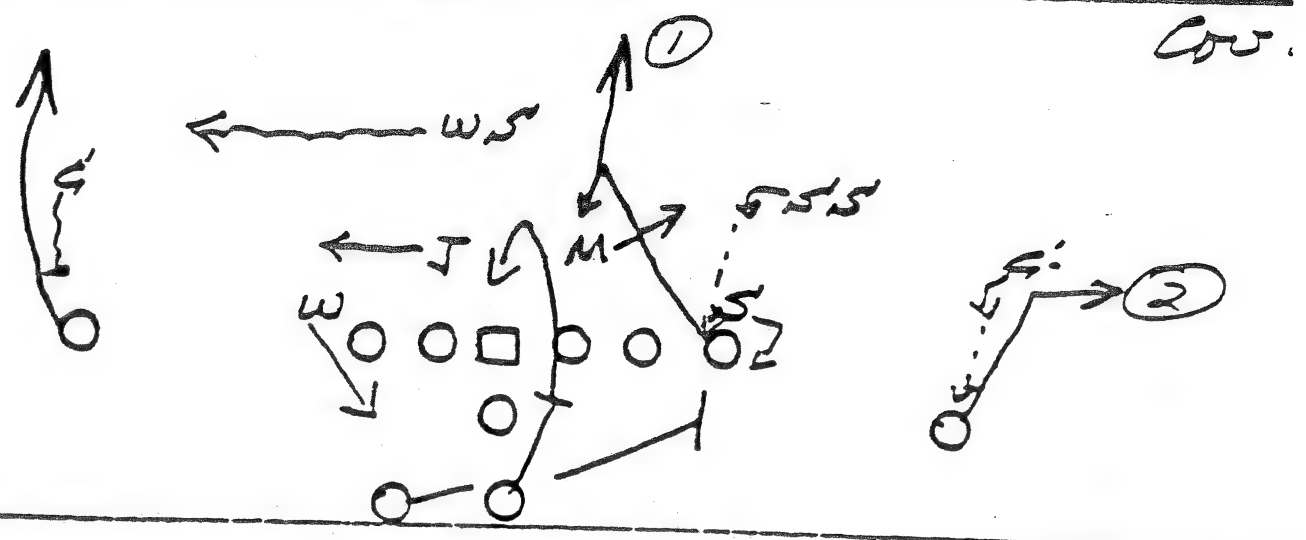


- 1. 4
- 2. F

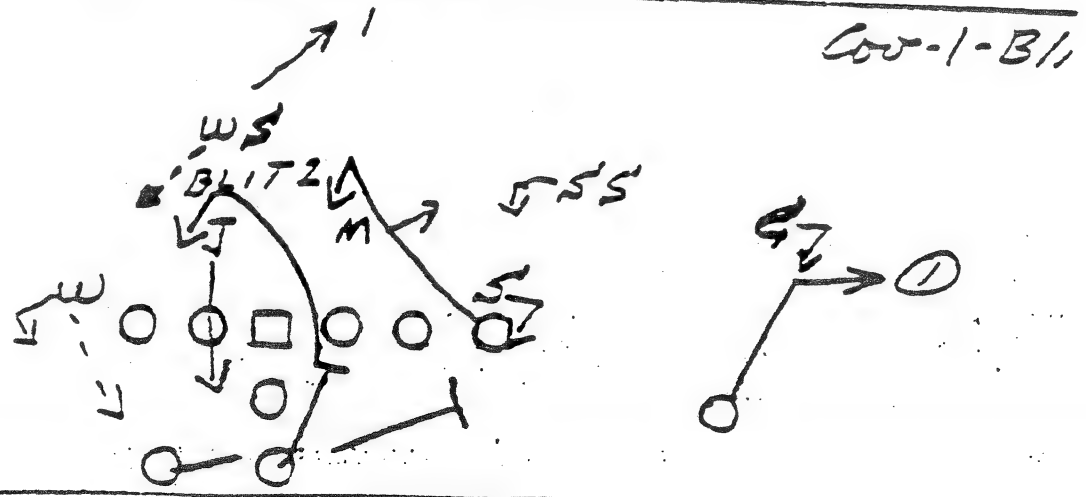
3. X-2-FADES



- 1. 4
- 2. 2
- 3.



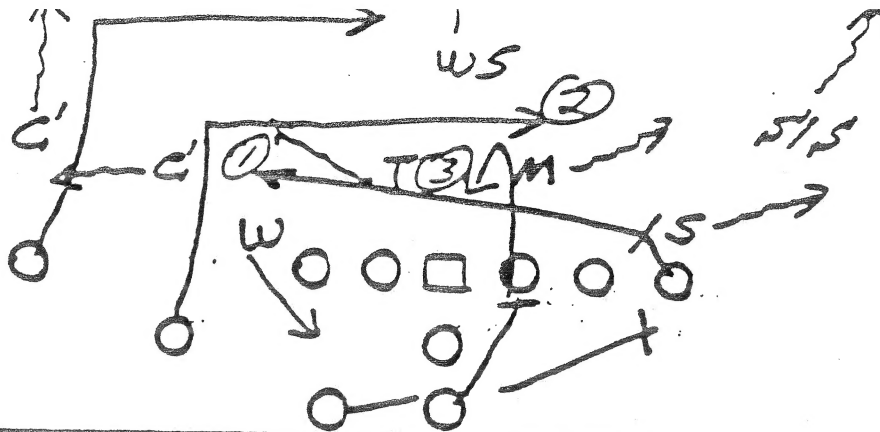
- 1. 2-X
- 2. X-2
- 3.



4-Under

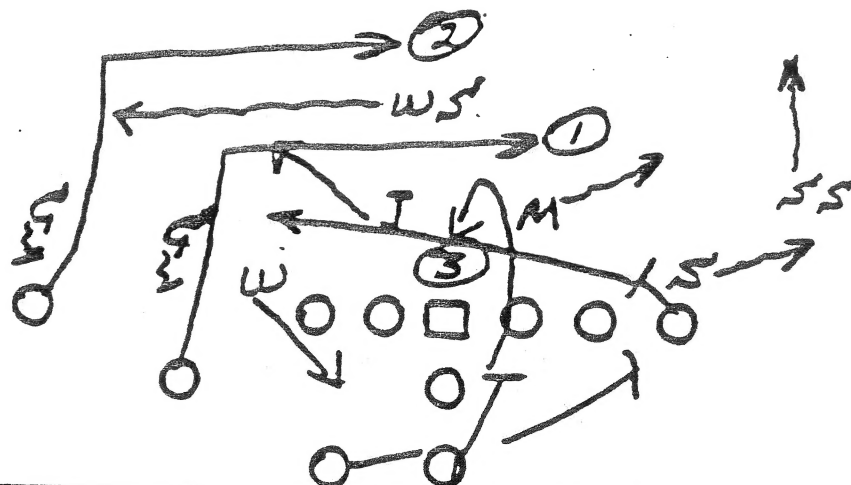
3

1. Y
2. Z
3. F



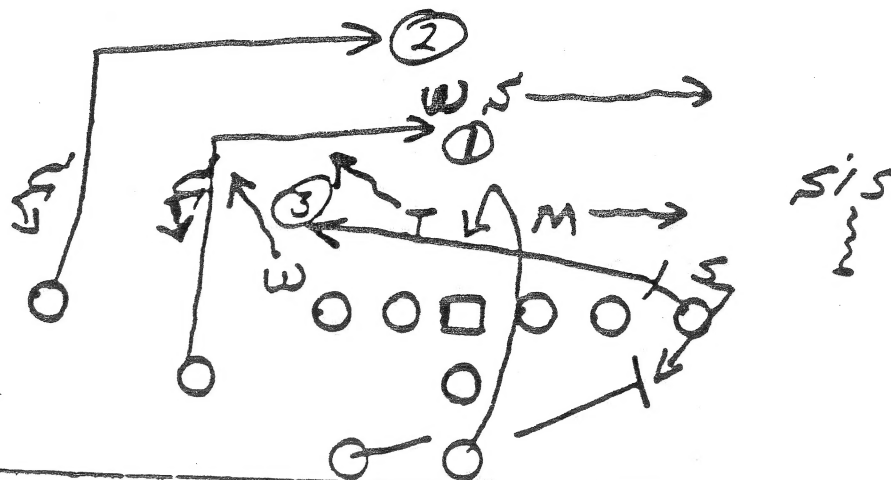
Cov zebra
Combo

1. Z
2. X
3. F



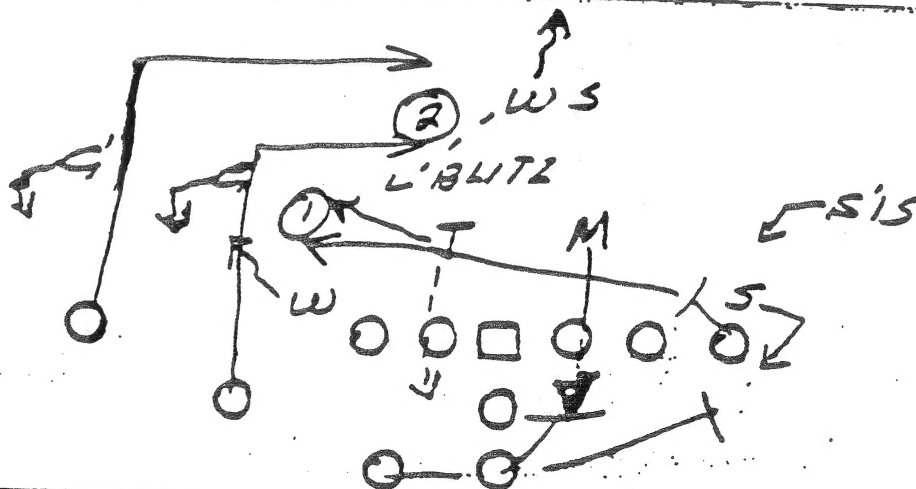
Cov-5

1. Z
2. X
3. Y



Cov-1-B1,1

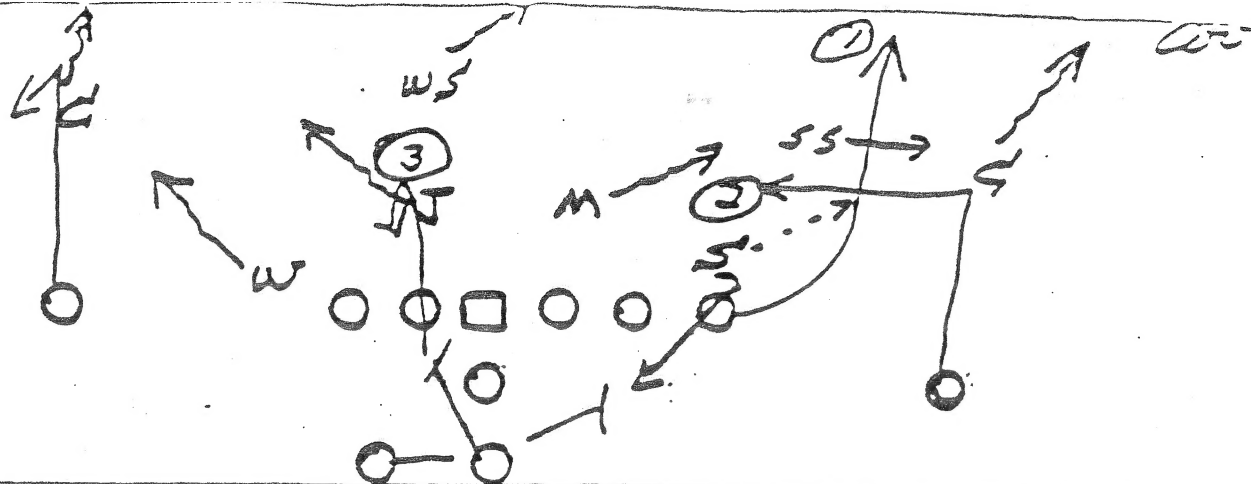
1. Y
2. X
- 3



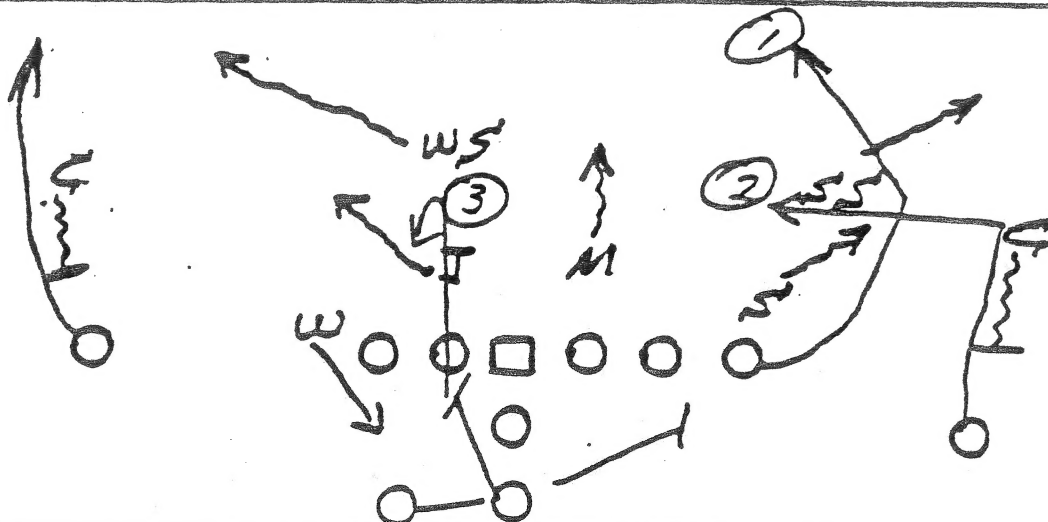
P-138
SIN

5

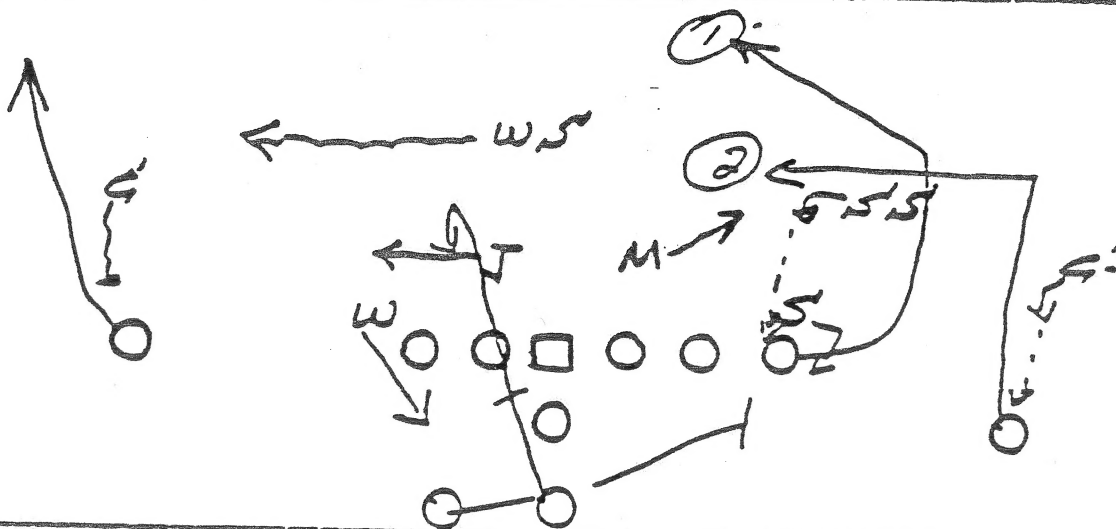
1. 4
2. 2
3. F



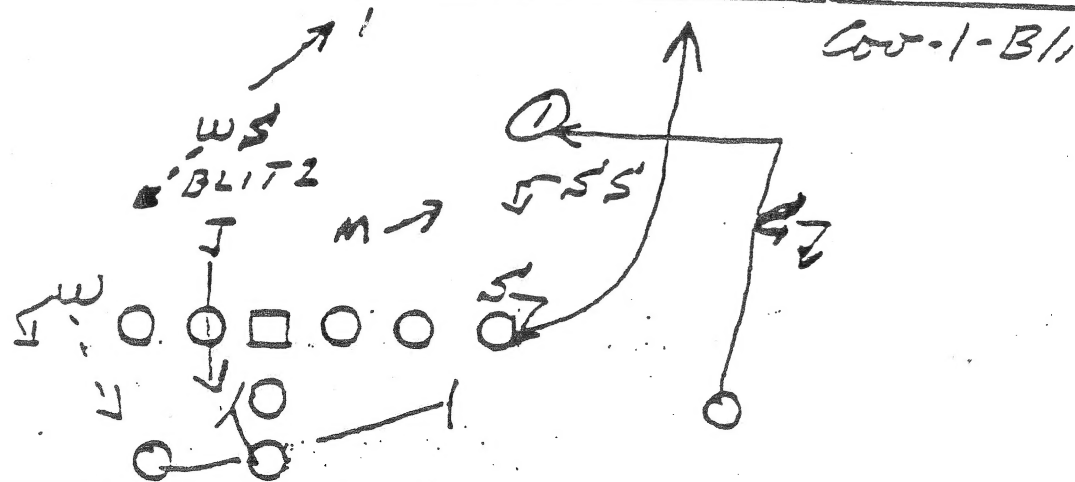
1. 4
2. 2
3. F



1. 4
2. 2
3.

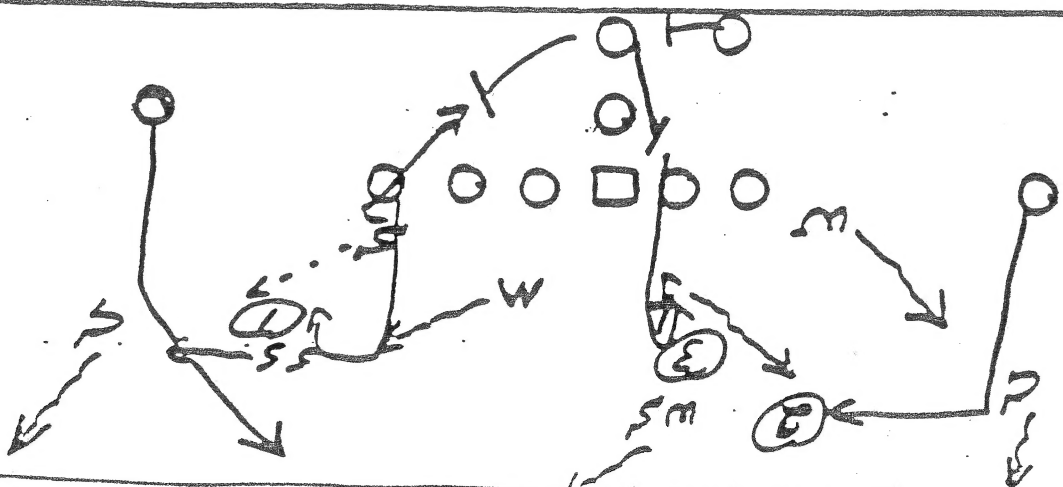


1. 2
2. X
3.

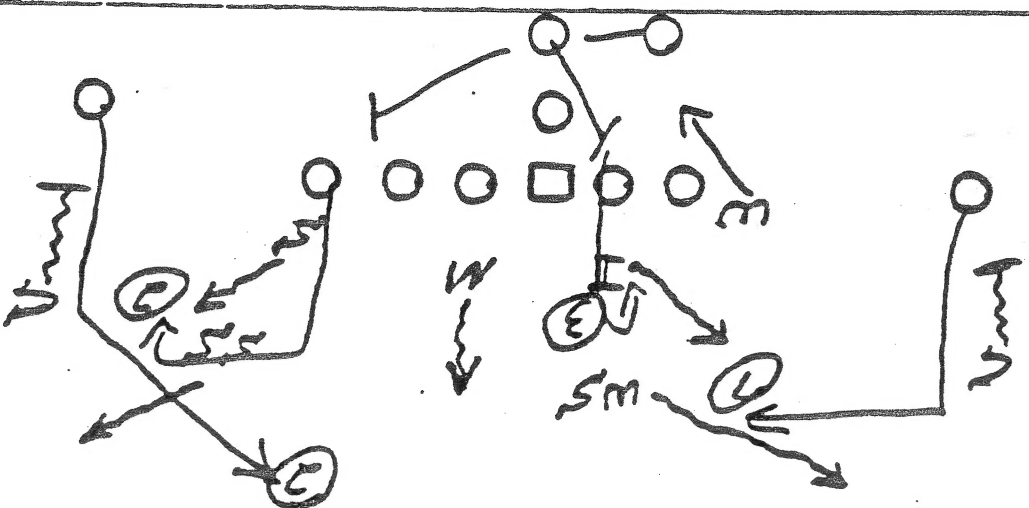


P.138
Top

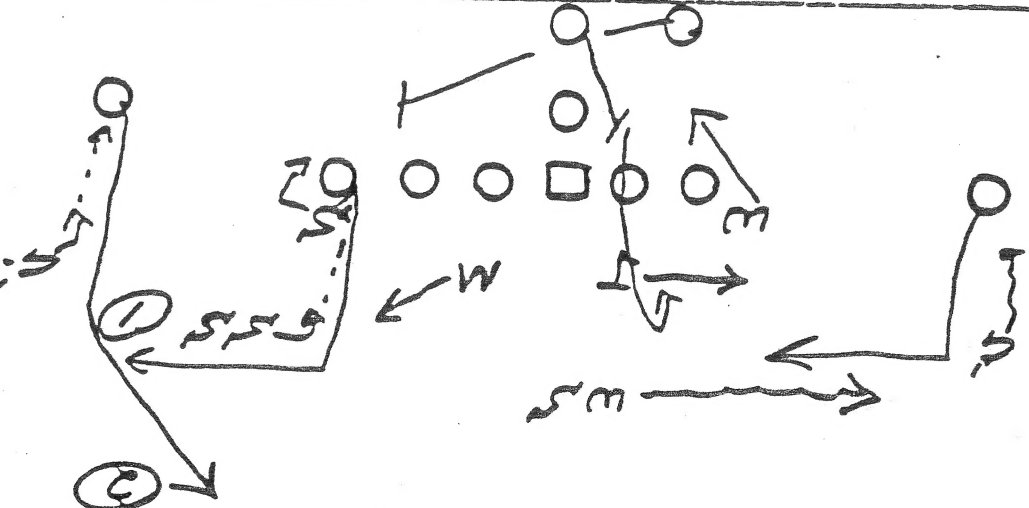
1.4
2.4
3.4
F



1.4
2.4
3.4
F



1.4
2.4
3.4
F



1.4
2.4
3.4
F

